BRITAIN'S BEST-SELLING AMIGA GAMES MAGAZINE!

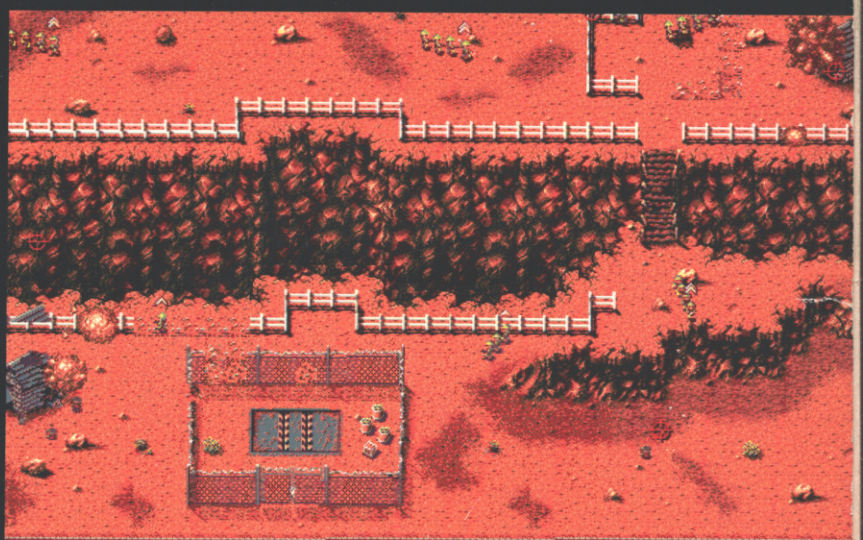
AMIGA POWER

A MAGAZINE WITH *ATTITUDE*

THIS IS IT!

CANNON FODDER

The best game of the year – first ever review inside!



YOURS WITH ISSUE 32 OF AMIGA POWER

EXCLUSIVE!

THIS DISK COULD WIN YOU

£1000

OF SOFTWARE!

TURN TO PAGE 6 AND FIND OUT HOW

YOURS WITH ISSUE 32 OF AMIGA POWER

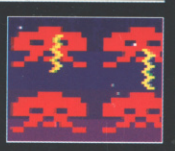
3 GAMES ON THIS DISK

CYBERPUNKS

Rainbow Islands meets Gauntlet and Alien Syndrome down a dark alleyway late at night. In virtual space. Etc.

WIZ 'N' LIZ

A whole load of levels from Psygnosis' cute two-player platformer.



SPACE INVASION

Yes, again.

AMIGA POWER

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ISSUE 32 £3.95 DECEMBER 1993

Future PUBLISHING Your guarantee of value

ISSUE 32

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- Play either **ZO** **ZOOZ**, each v strengths.
- A wide variety enemies.
- Many varied p collectibles.
- Hidden bonus levels.
- Sizzling sound game tunes.
- Nine huge lev

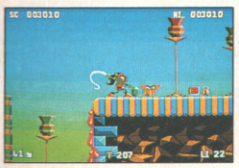
"The classic seq selling Amiga gar

GREMLIN

ARCADE PLATFORM

ZOOL 2

ZOOL, and his female companion **ZOOZ**, face a challenge which wilts the knees of the toughest Ninja's in this state of the art **PLATFORM ARCADE ACTION** sequel. **KROOL** and his accomplice **MENTAL BLOCK** are once again out to wipe imagination from the face of existence. Playing **ZOOL** *or* **ZOOZ** fight your way through **NINE** massive levels of hugely varied and enjoyable gameplay. Meet **ZOON**, a two headed alien dog, one head stupid, the other highly intelligent.



Features Include:

- Play either **ZOOL** or the all new **ZOOZ**, each with their own special strengths.
- A wide variety of highly intelligent enemies.
- Many varied power ups and collectibles.
- Hidden bonus rooms and secret levels.
- Sizzling sound FX and a choice of in game tunes.
- Nine huge levels.

"The classic sequel to 1992's biggest selling Amiga game".

ADVENTURE/STRATEGY

K240

Only when you take control of **K240** in this superb **STRATEGY** game will you understand what real pressure is. The Terran Empire has expanded. Mankind and six Alien races are struggling to maintain peace in the face of dwindling resources. Is destruction inevitable.

You are the Commander of the mission to explore and exploit **K240**, but can you build a successful and peaceful colony deep in the recesses of space, or will greed and aggression bring the empire down.

Features Include:

- 6 different Alien life forms.
- 8 different types of space crafts.
- 16 different types of weapons and shields.
- Fully designable asteroid field interface.
- Highly intelligent enemy colonies.
- 40 different building structures.
- A vast range of complex interactions to understand and control.

FANTASY & ROLEPLAY

LEGACY OF SORASIL

THE LEGACY OF SORASIL is a fantastic and huge world of adventure. The fabled land of Rhia has fallen foul of a mysterious plague. Choose a party of intrepid adventurers from 8 would be Heroes and try to return the land to it's peaceful state. Battle your way through 10 vast stages against a legion of highly intelligent foes. Endless hours of solid and far reaching gameplay.

Features Include:

- 10 perilous quests to be completed.
- Stunning 3D isometric display.
- Simple point and click interface.
- 8 heroes, all with specialist skills and abilities.
- Eerie sound FX and tunes.
- Fully self mapping.

"If you want challenging gameplay and a game that's going to last you can't go far wrong with this".

CU Amiga

SHOOT 'EM UP

DISPOSABLE HERO

Get that trigger finger ready for an **ARCADE SHOOT 'EM UP** that takes up the genre where others have feared to tread. The Free Worlds lie technologically bankrupt. An Alien tyranny threatens mankind. As a certified **D-HERO** it is your task to fight your way through 6 levels of non-stop heart pumping finger sweating eyeball racing thumb busting, nerve jangling action to penetrate the alien strongholds.

Features Include:

- Arcade quality graphics, backdrops and animation.
- Fully adjustable sound FX and in game tunes.
- Hundreds of weapon configurations.
- Mind blowing Mid-level and End-level guardians.
- Choice of assault craft with Four levels of difficulty.

"First impressions? whoah! blast, blast, boom! death, guns, more death, action and excitement!"

The One

FOOTBALL STRATEGY

PREMIER MANAGER 2

PREMIER MANAGER transformed the face of **STRATEGY** football management games with it's accessible and enjoyable game style. It has remained in the charts since it's release late in 1992. And now, **PREMIER MANAGER 2** is ready with a whole host of added features.

Have you the management skills to turn around and improve your teams performance?

Get ready to blow the whistle on **THE** football game for 1993.

Features Include:

- 16 playing formations with 8 playing styles and 12 match tactics.
- Negotiate wages, bonuses and contracts.
- Comprehensive banking system with changeable interest rates.
- Up to 26 players per team with limit of 4 foreign.
- Set ticket prices and crowd control.
- **IMMEDIATE** sacking possible if you're not up to the job.

"This really is the best bits of all the footy games, bundled together and laid out on a golden plate for you".

The One

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AMIGA POWER

ISSUE 32 DECEMBER 1993

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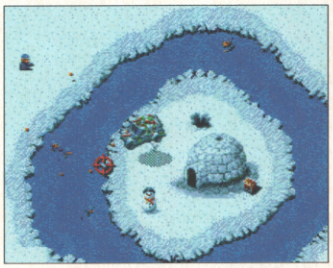

C**N F****R**
No comment.
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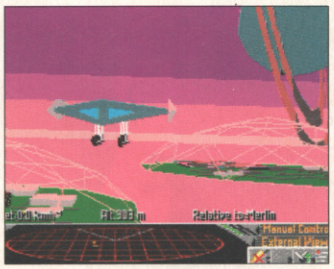

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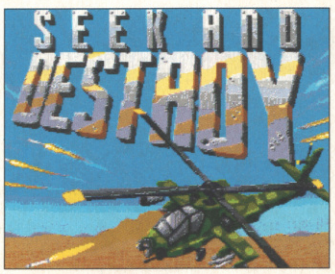

SEEK AND DESTROY
***Desert Strike*, as seen from the Goodyear blimp.**
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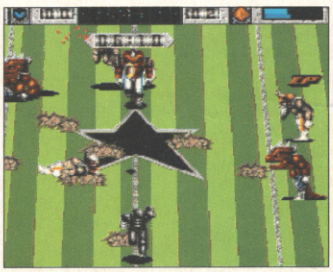

BRUTAL SPORTS FOOTBALL
Seen Wimbledon playing away from home? You've seen this.
Page 50

SECOND
First there
there is a

CYBERP
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THE SET
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WE'RE GONNA HAVE A REAL GOOD TIME TOGETHER P64

We're not the miserable old duffers you might think we are, you know. Sometimes we put on our brightest clothes, sing a happy song and weld a smile to our lips as we sit around and think about all the things that we really really like, and how great they all are. And then we think, "Hey, why keep all this fun to ourselves? Why not share it with all of our best chums, the readers?" And we do.

STUART WOULD JUST LIKE TO SAY: 'Old soldiers? I wish them all dead.'

SAL WOULD JUST LIKE TO SAY: 'One man's sunset is another man's dawn.'

CAM WOULD JUST LIKE TO SAY: 'There's a time and place for spontaneity.'

LISA WOULD JUST LIKE TO SAY: 'I could fit in there. And so could my mum."

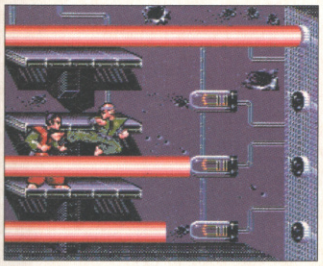
DAVE WOULD

STEVE WOUL

OVER 300

DIED FOR FREEDOM OF SPEECH

IEMONTH



SECOND SAMURAI
First there was a samurai. Now there is a second one of it. Etc.
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Not featuring Joy Division.
Page 46

THE SETTLERS
Rapid relief from crap-game indigestion.
Page 52

NEXT MONTH

The January issue of AMIGA POWER will be on sale on the 9th of December. It'll nearly be Christmas. And who could ask for a better present than all the great stuff we'll have for you then? No-one, that's who.

GAMES REVIEWED THIS ISSUE

DECEMBER

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DAVE WOULD JUST LIKE TO SAY: 'It's me, ooh Cathy, I've come home now.'

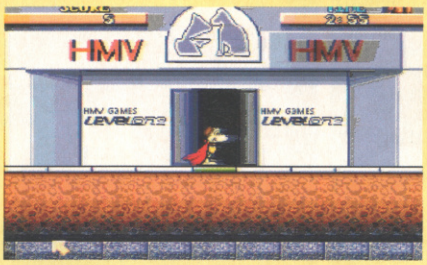
STEVE WOULD JUST LIKE TO SAY: 'She was the whiplash of my nerves, and the stiletto of my heart.'

"Another two coverdisks, eh? How could they possibly maintain last month's astoundingly high standards?", you're probably thinking. Unless you've actually loaded them up, in which case you'll already know. Two games on two disks? Not on this magazine, matey.

disk 32

INTRODUCING DISK 32

NIPPER



Your EXCLUSIVE chance to win ONE THOUSAND (count 'em) quids-worth of software, courtesy of our pals at Graftgold and HMV Level One, Europe's biggest games department. Turn the page for the full details...

WIZ 'N' LIZ

Confused by Stu's 'concept' review of this last issue? Not sure what it's all about? Don't worry – at AP, we think of everything, and we've brought you a whole clutch of levels in both one- and two-player mode so you can check it out for yourself. You really don't deserve us, you know.

CYBERPUNKS

Alien Syndrome meets *Gauntlet* in this fab mazey shoot-'em-up type of affair, with absolutely no Blade Runner references.

SPACE INVASION

Space Invaders? Well, yes. There's no getting away from it. But with no bunkers to hide behind and invaders that start right on top of your head, we'll bet that this is the most intense *Space Invaders* game you've ever seen, or your money back.*

GOT A FAULTY DISK?

● Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, simply place it in an envelope, along with an SAE and an explanatory letter, and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 32, DisCopy Labs, PO Box 21, Daventry NN11 5BU. Send it to us, and we'll call you a Nazi.

* Of course, *Space Invasion* is PD, so you didn't pay any money for it, so you don't get any money back. But it's the thought that counts, eh?

disk 32

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

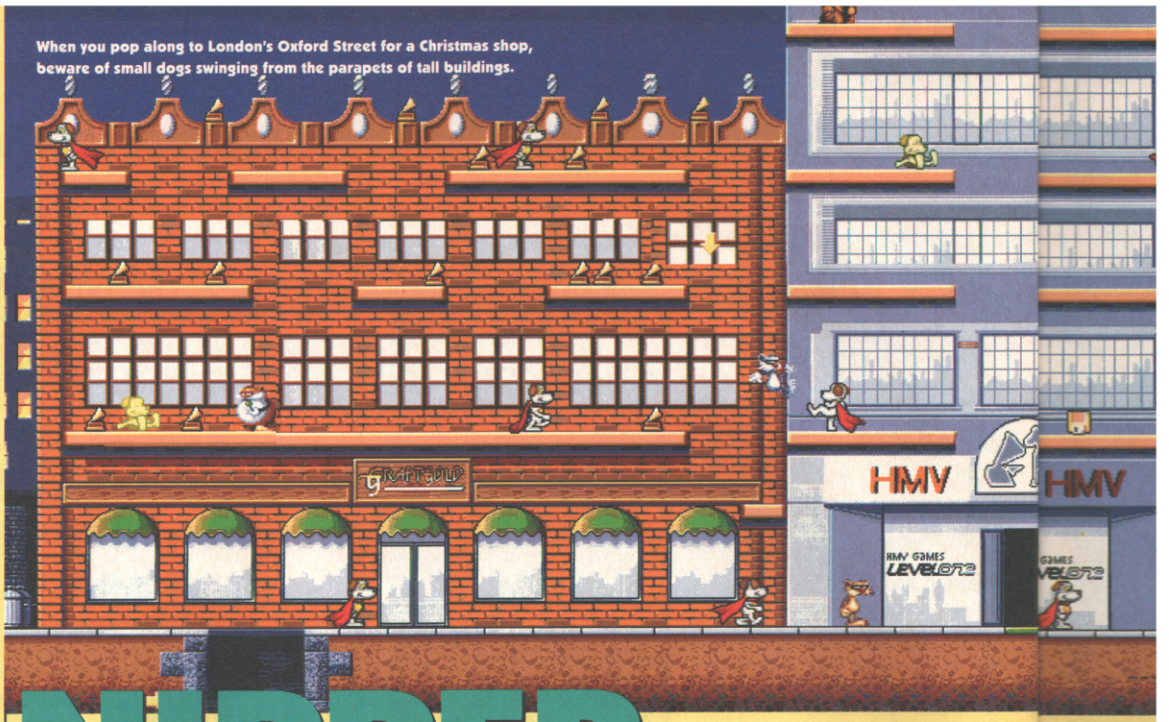
- You've only got 512K of memory on your Amiga? Then you simply don't deserve to play *Cyberpunks*, *Wiz 'n' Liz* or *Nipper* (probably).
- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.
- An options menu will appear. Simply follow the instructions to load the game of your choice.
- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.
- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.
- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.
- Have a good time.

OH NO! SOMETHING WENT WRONG!

- Are you sure?
- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like', such as external drives.
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

  AMIGA POWER Disk 32 Returns
  DisCopy Labs
  PO Box 21
  Daventry
  NN11 5BU

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and really can't be bothered to find out. So send 'em to DisCopy Labs. Please.



NIPPER

Authors: Graftgold
Publisher: Well, us really

"HEY CAM, CHECK THIS OUT, AND YOU TOO COULD WIN A THOUSAND, YES, THAT'S ONE THOUSAND POUNDS IN THIS FANTASTIC COVER DISK COMPO!!"

Right Dave, first things first. Close the window, turn off that loudhailer and stop standing on that chair. I'm sure you want to tell everyone this, but with a circulation in excess of 50 thousand, we've got a much better way than shouting down the street.

"Sorry."

Yeah, right. Now then, what's our coverdisk got to do with considerable fiscal rewards?

"WELL, HAVE YOU EVER, sorry, left the loudhailer on, have you ever noticed that the character that adorns the front of HMV shops is actually a dog looking into a big funnel? Well, it's not really a funnel, it's actually part of a very old record player like they had in the olden days."

Do you think you could skip the patronising and get to the point of this?

"Humour me. This dog is called Nipper, and he's actually looking into the record player because he can hear a recording of his owner speaking, hence..."

...His Master's Voice, yeah I know the story Dave, but we're rushing towards the end of this box and you've yet to mention the game yet.

"Oh right, well, top programming paratroopers Graftgold (headed by premier gaming Oberstanfuhrer Andrew Braybrook) have conspired to make this funny story of one man's dog and his constant vendetta against cats. By jumping on their heads, you freeze them, and by giving them a swift kicking you can dispatch them to cat heaven. It may be their loss, but it's also your gain, as they drop all manner of CD- and vinyl-related goodies, and the idea's to grab as many of these as you can and get to the HMV store before the time runs out."

So that's the game explained then, now what's all this about getting vast amounts of cash?

"Well, the thing is that once you've completed the level, you not only get a high score which you have to note down, but also a level code. As a third way of recording your achievements, your high score is written to disk, so make sure that you leave the disk write-enabled."

Okay, you can prove that you're good at the game, but where does the dosh come into it?

"A good question, and one that I'd be happy to answer. Can I USE MY

SPACE INVASION

Author: Kevin Gallagher
Publisher: Public domain

What's that you're playing, Steve?

"What are you, a retard or something? It's *Space Invaders*."

Oh.

"What do you mean oh? It's got that authentic 'pshht' sound when you fire, and it's so intense because you've got nothing to hide behind. Even the background looks just like the arcade original. And not only that, it was sent in by one of our readers."

Do you think it would be a good idea to encourage them to send us any truly magnificent games they've done?

"Man oh man, you are a cretin aren't you? Of course they should, 'cos if they did, they'd be forever immortalised on our cover. Now go away, I'm playing."

Um, okay. Sniff.

MEGAPHONE FOR THIS BIT?"

No.

"OH, ALRIGHT. HMV have opened a massive store called Level One on Oxford Street in London, and it's totally dedicated to games. One hundred percento. If you think you've got an impressive score, all you have to do is send us the score and the code to the AP office, remembering to title your postcard (or sealed envelope) 'Other Computer Shops May Suffer From Uneven Floor Surfaces, But HMV Have Got A Level One' and we'll announce the top dozen in the March issue of AP. These twelve will then be in line to win £1,000 of stuff from the Level One shop."

Frankly, I find that hard to believe.

"Yeah, me too, but it's absolutely true. We'll phone up these people and get them to send us their *Nipper* disk so that we know they're not fibbing, and then these lucky punters will all head down to a grand play-off in London to decide who gets the grand of goodies."

You yanking my chain? A thousand quid for playing a game?

"Fantastic prize, huh? And the great thing is that if anyone tries to cheat by lying or cracking the game to discover the code, they'll just look stupid when they get to the play-off and everyone finds out they can't play the game. Can I go back to shouting out of the window now?"

Oh, okay, but only after I remind people that we need only their scores and game code for the time being, but that they should hold onto their *Nipper* coverdisk with the high scores saved, as we might want it at a later date. Between now and then, I suppose we'll be having regular updates in the magazine, and clearer details as and when we make them up. Right Dave?

"RIGHT CAM. BUT YOU DOWN THERE, YES YOU, MADAM. DID YOU KNOW THAT YOU COULD WIN A GRAND BY PLAYING THE FABBO AMIGA POWER COVER DISK, NIPPER? IT'S GOT, BLAH, BLAH... Etc"

WIZ 'N' LIZ

Authors: Martyn Chudley and Mike Waterworth
Publisher: Psygnosis

Wow, Stuart, isn't that *Wiz And Liz*, the oddly non-confrontational two-player game that you reviewed last issue?

"It is indeedy, Cam, but it's *Wiz 'n' Liz*. Isn't it fast, isn't it fab? Just look at all those fluffy wabbits."

The word's 'rabbits' Stuart, and it's not strictly correct English to condense 'and' down to 'n'. I'd have thought you'd have had a better grasp of grammar, what with you being a Deputy Editor and all.

"No really, they're wabbits."

Of course they are. What do you have to do then?

"Well, in the one-player game, you've got to run into the wabbits to release the letters that make up spell words. Once you've got all the letters then you can leave through the door, and go to a different world. Since this is a demo, you can only choose from a few lands, so you just keep going until the time limits get so extreme, you're bound to lose. Oh, and there's the fruit."

I'm probably going to regret this, but what does the fruit do?

"Tee-hee, if you grab it, it'll follow you to the pot and then jump in. In the full game of *Wiz 'n' Liz*, you can mix up different combinations to access all manner of sub-games."

Of course you can. And the two-player game?

"Well, it works in split-screen, and you battle against each other as well as the time to be the first to complete the level. You can set the number of games you need to win before victory."

Hmm, that seems to have sorted that one out. Unfortunately, you're quite obviously as mad as a balloon, and I'm not going to speak to you any more.

Wiz skips and trips along through the forest.

CYBERPUNKS

Authors: Mutation
Publisher: Core Design

It's a little unlike you to be playing computer games isn't it, Lisa?

"Well yes, I know, but the thing is, it's really cute and no one else seemed to be using the computer. Oh, I'm sorry."

That's quite alright, but seeing as you've played it, you'd better tell the readers what it's all about then.

"Oh right. Well, erm, there are these three little guys, who are ever so cute and in little coloured uniforms and everything, and they've got to get off the level before the time limit runs out and they all get blown up. Normally the three little fellas all walk and shoot in the same direction, but if you press the space bar, you can toggle through each player and use the cursor keys to change between 'free' and 'lock.' Setting any one on 'free' will mean that they'll continue firing in the same direction even when the other ones have turned away. How d'you think I'm doing so far, Cam?"

Great Lisa, great. All you have to do is learn how to grab screen shots, and we'll make a writer out of you yet. So aren't there any power-ups and things? It doesn't seem right for a game not to have any power-ups.

"Ooo, don't be silly! There are loads of power-ups, just loads of them. There's a remote-controlled gun, and a robot that follows you, and guns and computer disks and medical packs and everything. Your players pick them up, and to use them, all you have to do is use the cursor keys to highlight the one you want, and then press **Return**."

Well, that all seems fairly comprehensive, but is the game any good or not?

"Well, I'm just a humble Art Assistant, you really need to turn to page 46 to read the full review from veteran reviewer Steve McGill."

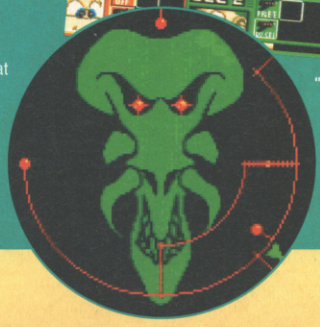
Hooray.

"Yes, Hooray."

By the way, what are you doing tonight?

"Forget it, Cam, I'm washing my hair."

Oh okay. I'll be off now then. Bye.



"This is just like a hole through into the infinite depths of space," explained Cam.

Nice badge though.

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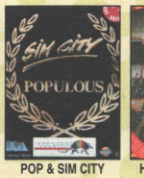

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NO12 = will not work on the A1200.
1 MEG = requires at least 1 meg of RAM to run.
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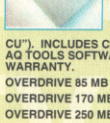

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SHOWIN' UP!

The second Future Entertainment Show

It's the Second Future Entertainment Show, you dummies! And here it comes! (or goes) (or is) (depending on when you're reading this, obviously)

Gosh! Here's a surprise. More news about the Second Future Entertainment Show. Now, due to the fact that the Show's taking place on November 11th-14th, and that this issue of AMIGA POWER goes on sale on November 11th, there are three exciting alternatives that could currently apply:

1 You're a subscriber and all the following information is relevant to you because you got hold of the mag before the FES was due to open its hallowed doors. If, by some queer turn of events, you still haven't got your tickets yet – then don't delay, ring ☎ **051 356 5085** right now BECAUSE YOU CAN'T GET TICKETS ON THE DOOR, OKAY?

2 You're actually at the show, which means that everything we tell you is, at best, second-hand. Stop reading now. Go and look around. For starters, check out the 1,000 metre-square Games Arcade, jam-packed with all the latest software around. Then there's the Noel-Edmonds-style gunge tank, where you should be able to see all kinds of wacky synthetic effluent getting dumped on video game celebrities for charity.

If that's not your thing, go and have a shot on the Typhoon – it pulls 6G, you know. We've been told not to tell you that 7G is the point at which fighter pilots usually black out. So keep it just between you and us, okay?

Oh and don't stand about too long either, or you may just find yourself getting knocked down by Robocop's car. That's right, the prosthetically-engineered symbiosis of man and machine's automobile of choice is going to be there. We just hope it's insured. It'd be pretty handy for a ram raid, eh kids?

3 The show's over and any further news on it is therefore pretty irrelevant to you. You've gone and missed treats like Radio One FM's Jakki Brambles broadcasting live on Thursday from 12.45 to 3.00pm or at least you will have missed her (Oh no, we've fallen into a present-tense past-tense time-warp) but the show's happening now before it's even started and the next thing you know it's finished. AAaaarrrgghh.

We now return you to your regularly-scheduled programming. The Second Future Entertainment Show, with Jakki Brambles. If you've been following her regular column in other magazines, you'll know that she's a bit of an expert on the Amiga, especially the hardware side of things. So, if you're trying to decide between a SCSI or an IDE hard drive interface, or just want to know if you can access 32-bit Fast RAM through a standard PCMCIA bus, come along and ask Jakki. She'll be more than happy to help you out.

Lovely 'Jakki' Brambles – all-round sex goddess and top Amiga hardware expert.

ONCE AGAIN, YOU WIN!

If your name's here, then your lucky postcard has been picked from the great big AP competition hat and you should already have received your FREE ticket to the FES. In which case, why are we bothering to tell you again? Well, it might be because we don't like leaving things unfinished, or to comply with complex trading standards regulations, or just so the winners can have their names in the mag. We're all heart, you know.

Anyway, the fortunate freeloaders are as follows: Neil Hawkins of Hayes, Adrian Newton of Chelmsley Wood, Simon Williamson of South Wirral, Paul Hughes of Slough, William Barker of Hackney, Bob Lye of London W9, Paul Venes of Southampton, Mike Barnes of Reading, Dominic Maloney of Wigan, and Mr AM Page of Bristol. Wahey!

GLOVES OFF!

Look out missus! It's the soft and flexible NALTEX KEYBOARD GLOVE.

There's more to life than just games, you know. As predicted last month, computer shows are great for all the latest cutting-edge developments in software and hardware – like the Naltex Keyboard Glove! This soft flexible polymer skin protects your keyboard against accidental spillages, dust, grease and grime. Its special waterproof material is acclaimed for its durability and has the added benefit of non-glare clarity. With 70% of computer downtime a result of defective or damaged keyboards, the Naltex Keyboard Glove certainly represents a cost-effective (and lasting) solution to this common workplace problem. *(That's enough about the Naltex Keyboard Glove. – Ed)*

A gorgeous acreage of games, all waiting for you to play them. (Artist's impression.)

EXCLUSIVE!

TRUE STORIES by Dave 'n' Linda

ROW OVER POPPY GAME

Virgin remove 'offensive' image from *Cannon Fodder*.

Virgin Interactive Entertainment have decided to remove all references to poppies from their top new game, *Cannon Fodder*. Virgin were asked not to use the poppy image by the Royal British Legion, who sell Remembrance Day poppies every November and were concerned that it might give the impression that they were in some way endorsing the product.

The poppy originally appeared on one of the loading screens for *Cannon Fodder*, the eagerly-awaited arcade wargame from Sensible Software. The Sensible team (authors of previous Amiga classics such as *Wizball*, and, of course, *Sensible Soccer)* had intended the picture to remind players of the harsh realities of war. But after seeing the image in a 'Future Entertainment Show' piece in the Sunday Mirror, the Daily Star ran a story in which war veterans and MPs described the illustration as "monstrous". The Star advised its readers to "Make sure you don't buy this shameful game".

Anyway, letters and faxes were exchanged, and it was decided to withdraw the picture rather than risk causing further offence. Tim Chaney, Managing Director of Virgin Games, told AMIGA POWER that the decision was made "more out of sensitivity rather than anything else. In the cold light of day, I don't want to upset anybody, especially the people that this could upset."

We had originally intended to use a similar picture of a poppy on the cover of this issue of the magazine (which is why you may have seen ads for AMIGA POWER featuring this image), but in the light of these developments, we've decided to go for a screenshot of the game instead. Anyway, seeing as you're reading this now, you've clearly managed to spot the new cover and (hopefully) bought the magazine into the bargain. Well done.

At our time of going to press, *Cannon Fodder* is still on schedule to be released in November (in a box, Virgin tell us, featuring "a soldier against a camouflaged background, or something"). And, all reports indicate, it really is the game of the year. Turn to our world-exclusive review on page 32 to find out for yourself!

ORROR F PONY

'OOL'S rite pony has e the latest of a horse

rel, a grey ho is ridden by from a hool, was cross the a horrific ssault. ar-old razing in a sbury le near nts, per

POPPY GAME INSULT TO OUR WAR DEAD

EXCLUSIVE by JONATHAN GUY

WAR veterans and MPs have slammed as "monstrous" a decision to use a Remembrance Poppy to illustrate a new computer game ... called Cannon Fodder.

The game, tipped to be the year's biggest seller, will make its debut at a show in London's Olympia from November 11 to 14 — Remembrance Sunday.

Manufacturers Sensible Software say: "War has never been so much fun."

The distinctive poppy symbol is featured on the game and on the front page of leading computer magazine Amiga Power, out on Armistice Day.

British Legion chiefs and MPs have branded the use of the poppy as appalling.

Offend

Royal British Legion spokesman Dennis York said: "This will offend millions at a time when they remember loved ones who gave their lives in war."

Liberal Democrat MP Menzies Campbell stormed: "It is monstrous that the poppy should be used in such a way."

Viscount Montgomery of Alamein, son of Britain's great field marshall said: "It is very unfortunate that anyone should see fit to detract from the poppy's place as a symbol of remembrance."

But a spokesman for Virgin Interactive Entertainment, which is marketing the game, said: "The poppy is there to remind consumers war is no joke."

● DONATIONS to the Royal British Legion should be sent to: The Poppy Appeal, 41 Pall Mall, London SW1.

The Star Says: This Page

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CENSORED

OUTRAGE: Next month's A ...mag

BBC KEEPING ITS MILLIONS

LOYAL listeners are refusing to desert BBC Radio for its new commercial rivals.

Figures out yesterday show 31 million people still tune into the Beeb's five channels every week — a figure unchanged from the previous three months.

The ... joint Audience Research has scuppered ... stations to have poached

DAILY STAR

Shameful

THE poppy is a sacred reminder of the men and women who gave their lives in two world wars.

How sickening to see it being abused to sell a savage computer game.

The distributors say the poppy is there "to remind the consumer that war is no joke."

That's just publicity writer's hypocrisy. Computer game designers compete to glorify war and viciousness.

How dare they use the poppy to turn truth on its head.

Make sure you don't buy this shameful game.

★★★★

THE Yanks already have their ery own Superman and Batman. ut now they want to steal our Dr o.

ven Spielberg plans to turn the Lord into a big budget mega-series, with an American in the title role.

Is nothing sacred?

Next it will be Sherlock Holmes — played by Eddie Murphy.

★★★★

PRINCE Philip deserves another award for tact.

At a World Wildlife Fund cocktail party he wittily asked a fashion writer if she was wearing mink knickers.

Her reply is not recorded. But she could have said:

"Sure thing, Phil. And I guess your old lady's are ermine."

12 OVER EXPOSURE?

Our daguerreotype-loving hero clearly has a waterproof camera set-up.

Snapperazzi is a new platform-style title that, as far as we know, is the first Amiga game to feature three different instances of product placement. As you travel around seven worlds of photo opportunities, you'll also be enjoying ads for Fizzy Chewits, Domino's Pizza and, of course, The Sun newspaper, whose idea this whole thing was in the first place. The last we heard, the coders were pulling out all the f-stops to get it ready for Christmas, so you should be able to snap it up around then. AP says: Will it have an end-of-level Guardian? Arf.

Mmm. Pizza. We all love pizza here at AP. Can you hear us, Domino?

Clever wording, we know. Cheers.

IS IT A RECORD?

Dateline: London. HMV Oxford St, already the world's largest record store, has just opened the world's largest computer and video games department. Boasting over 6,000 square feet of floor space, they reckon they'll be able to stock over 10,000 different titles, all in shiny high-tech futuristic surroundings with big TVs and stuff. In fact, when the AP team were there recently, we were quite shocked to find our game-playing exploits being broadcast on screens all over the shop, so don't say we didn't warn you, alright? Anyway, if you're tempted to pop in, it's on Oxford St (in London, obviously), just along from Oxford Circus and up a bit from Regent St. There's a picture (oh, and a fantastic £1,000 compo) back on page 6 if you need any more help. What do we look like, your mother?

CONCENTRATE ON THE SCREEN!

'Short And' Curley and 'Diamond Geezer' – live on video. Now.

Take 'Joystick Warrior' Danny Curley and ex-Gamesmaster host Dominik (sic) Diamond. Put them in a 45-minute video on the subject of games-playing technique and you've come up with 'Power Play', a VHS tape that promises to help you achieve "unbelievable levels of wizardry" – not through game-specific hints or cheats, but by sharing the strategies of the masters. And, thanks to Entertainment Promotions, we've got TEN copies to give away! All you have to do to have a chance of winning one is send us a postcard telling us who the new presenter of Gamesmaster is. Send your entries to: Is She Really Going Out With Him?, AMIGA POWER, 29 Monmouth St, Bath, Avon BA1 2DL, to arrive by December 10th. Oh, and the vid costs £10.99 and should be in the shops now. Okay?

HMV Games Level One

The compo's got a really funny name which Dave thought up. Nice one.

Never mind the presents – get in touch with Creative Expressions and go 'Box Frenzy'!

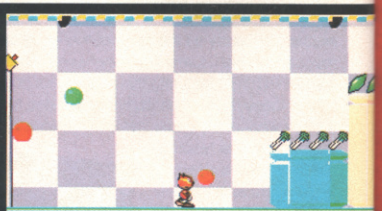
IT'S A WRAP!

First you lose the scissors. Then you can't find the end of the sellotape. And THEN you've only got a funny-shaped piece of paper left which won't go round the box whichever way you try. If you think wrapping presents is a massive pain (especially around Christmas time), then you'll be interested to hear of the Wrapeasy™ range of gift boxes from Creative Expressions, which they reckon is going to take at least 5% of the wrapping paper market this year. Designs range from dinosaurs and teddies to the Gamesmaster logo and 'Planet Rock', which, as far as we can recall, was a pioneering electro dance track by Afrika Bambaata. You'll be able to find the boxes in shops like WH Smiths and Boots or, if you're quick, Creative Expressions will be giving away free ones to the first 150 AP readers who write to them at AMIGA POWER Wrapeasy Offer, 50 The Headrow, Leeds LS1 8EQ. Get to it! There's only a finite integer of shopping days left until Christmas, you know.

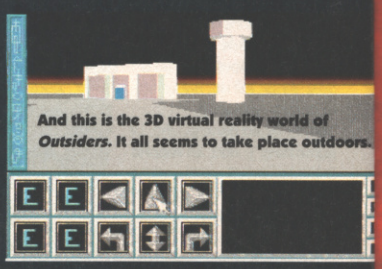
ALMOST LEGENDARY

Black Legend Software is a new label devoted to bringing you top games from all around the world. Already on their books is last month's lumpy coverdisk star, *Fatman*, (full game out soon) rapidly pursued by another cutesy platformer, *Fantabulous*, and some sort of Wild West game that we don't yet fully understand the idea of. It's called *Gunslingers*, anyway. Then, in December, we can all look forward to a very high-speed 3D adventure – provisionally entitled *Outsiders* – and a fully-animated *Flashback*-style arcade adventure, *Out Of Time*.

And this sounds like it's just the tip of the iceberg – the company claim that they've currently got over 500 programmers working for them, on over 100 different projects. Looks like 1994's going to be a good year all round then, eh?



This is *Fantabulous*. You jump on bubbles to get around. Absolutely *Fantabulous*, in fact.



And this is the 3D virtual reality world of *Outsiders*. It all seems to take place outdoors.

Look up the phrase 'ex-demo coder' in the AMIGA POWER Dictionary Of Received Computer Journo Clichés, and you'll find it defined as a "broadly meaningless term used to describe the author of any game that scrolls at an acceptable speed". Still, cynicism aside, you can't deny that those wacky foreign assembler junkies have come up with some pretty impressive treats in the past, and it looks like we're headed for more!

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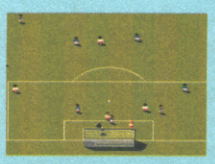
AMIGA POWER RECOMMENDS

What with that Yuletide season approaching faster than a sleigh on a slippery slope, it seems a good time to cast the AP net of recommendation over a wider area. We've gone through an entire year of releases and picked the best of the best from each month, providing you with a shopping list to wave under the noses of parents and relatives. Go for it...

JANUARY
Pinball Fantasies (21st Century)

The year started with a tie-up between Thalion's *No Second Prize* and *Pinball Fantasies*. *No Second Prize* impressed us with its smooth and wonderfully fast polygon graphics and the fact that it's the only more-than-half-decent motorbike racing game, but it was *Fantasies* that brought the well-oiled machine that is AMIGA POWER grinding to a halt. Without playing it, it's hard to believe that a computer pinball table could be so compulsive, and once you've played it, it's hard to believe you've owned an Amiga without having this game. It really is that good.



FEBRUARY
Sensible Soccer 92/93 (Renegade)

The muffled roar of the crowd emanating from Stuart's monitor provided a backdrop to work for the next six months as *Sensible Soccer* was revealed in all of its polished glory. Scoring a massive 94%, the game was set to be hailed as the best Amiga game of all time in our Top 100 feature, for the simple reason that it really IS the best game of all time. Okay, so the graphics are a bit small and there was no physio, but so what? It plays like a dream and quite frankly we're stumped at how they're going to make it any better.

MARCH
Lionheart (Thalion)

Nick Faldo's *Golf* from Grandslam got us all wearing stupid pants, *History Line* from Blue Byte had us singing 'It's a Long Way to Tipperary', and *Darkseed* from Cyberdreams had us so scared we had to play it from behind the sofa, but it was Thalion's *Lionheart* that had us all 'Ooh-ing' and 'Aah-ing'. The hacking and slashing platform action is challenging, and the screen practically explodes with graphic brilliance, from more colours than are supposed to be possible on-screen, to parallax scrolling on pretty much every single line of the background.

APRIL
The Chaos Engine (Renegade)

There was no doubt about recommending one from April's batch, for there was only one huge slice of crumbling, sepia-tinted Victorianarama to choose from. *The Chaos Engine* from those Bitmap boys is basically just a two-player reworking of *Gauntlet*, but with an eccentric Victorian setting, brilliant graphics and music that gets more excited when you do, a deliriously good time is guaranteed for all. For that authentic steampunk feel, why not try playing it wearing plus-fours and a monocle? We did, and shamelessly enjoyed it all the more.

MAY
Walker (Psygnosis)

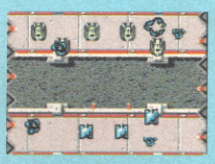
Let rip with cannons mounted on a blue metal chicken, and just when you think you've had enough of slaying your foes, delight in trampling them underfoot. *Walker's* a singularly one-track game where excessive slaughter is never enough, and A1200 owners can enjoy all manner of of radio babble. Not forgetting Team 17's beat-'em-up *Body Blows*, and *A-Train* from Ocean, which involves building cities and train networks. Oh yeah, who could forget the highly acclaimed *Lemmings 2* from Psygnosis? Not us, that's for sure, which is why we've mentioned it. Here.

JUNE
Flashback (US Gold)

Since *Desert Strike* from EA is a conversion of the popular console game (and we're not supposed to admire consoles) we'll have to go for *Flashback*. It's a platform adventure game straight from Heaven. We could go on about the responsive controls or the rotoscoped characters that move like real people, but we feel that you should go and buy it, right now. The same goes for *Desert Strike*, the politically incorrect Gulf War helicopter game that's so much better than the console version that your SNES and Mega Drive owning friends will be barfing in embarrassment.

JULY
Nippon Safes Inc (Kompart)

In an odd move for point-and-click adventure games of that classic *Monkey Island* variety, in *Nippon Safes* you've got to manoeuvre not one, or two, but THREE characters through the bewildering and sprawling (but always spotlessly clean) streets of a modern Japanese city. None of these hapless adventurers are actually Japanese however, and neither are the programmers (who are all Italian, apparently) so it all ends up as a bit of a cross-cultural mish-mash. Fortunately, as cross-cultural mish-mashes go, this happens to be one of the Amiga's finest.



AUGUST
Battle Isle '93 (Blue Byte)

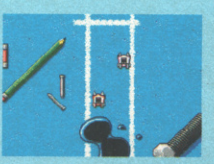
Whereas there are plenty of wargames knocking around, the list of user-friendly, playable, fast, two-player wargames could be very easily written on the back of a postage stamp, in crayon. And yes, the name of *Battle Isle '93* is crudely drawn in red wax, simply because it's the best, most user-friendly and all-round fabbest wargame on the market. It's more of an update rather than a sequel to *Battle Isle*, and the pace is a tad pedestrian, but the new setting, playing areas, units and weapons will keep all you wargamers glued to your trusty Amigas through the winter.

SEPTEMBER
Syndicate (EA)

Yikes! Like a bunch of small children in a sweet shop we just didn't know which one to choose from this month's batch. Would it be Microprose's obscenely playable helicopter sim *Gunship 2000*, or would that fantastic platformer with attitude *Yo! Joe!* make the grade? Or perhaps the real-time wargame brilliance of Virgin's *Dune 2* would prove to be the deciding factor. But the pick of the bunch is Bullfrog's hideously amoral god game *Syndicate*. With strategy, taxes, research AND armoured cyborgs, there truly is something for everyone here. Buy the lot of 'em, that's our advice.

OCTOBER
Soccer Kid (Krisalis)

Just to prove to you that we only spend vast amounts of time slagging off platform games simply because there's a seemingly endless string of crap ones, here we are devoting page space to a great one. He's a funky kid romping his way through levels set all around the world, but the twist here is that he's got a football. Soccer Kid can do a plethora of brilliant moves, and can use them against baddies to kill them in an extra special way. It just goes to show that you can do something different with platform games if you put a bit of thought and imagination into them.



NOVEMBER
Micro Machines (Code Masters)

No, not those little toys that you can buy in the morning and then lose in the afternoon, but a title featuring the same easy-to-misplace model vehicles. It's an overhead racing game where the racers are less than an inch long. Thrill as you swerve around baked beans on the breakfast table, spill as you fail to make it across the ruler bridge and fall to your doom between school desks, and gasp in sheer amazement as you break free of the plughole whirlpool. For once, size really doesn't matter.

DECEMBER
Cannon Fodder (Virgin)

It's got to be admitted that those Sensible boys are masters of the intuitive control system. I mean, all you have to do is pick up a joystick, and within two minutes, you've got to grips with the controls of *Sensi Soccer*. Now they've gone and done it again, with a tongue-in-cheek mouse-controlled wargame that puts the grin back into grenade. Bowl bad guys over with small-arms fire and gasp in despair as you accidentally blow up half your platoon for the twentieth time. When it comes to games, it seems Sensi can do no wrong.

AMIGA POWER

PENGUIN GALLUP CHARTS TOP 30

CHARTS COMPILED BY GALLUP SPONSORED BY PENGUIN BISCUITS ELSPA PENGUIN

★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

1	(1)	**CHAMPIONSHIP MANAGER '93**	Domark £25.99 ★★★★
2	(NE)	**SPACE HULK**	Electronic Arts £34.99 ★★★
3	(14)	**PREMIER MANAGER**	Gremlin £25.99 ★★★
4	(NE)	**DOGFIGHT**	MicroProse £34.99 ★★★★
5	(2)	**SYNDICATE**	Electronic Arts £34.99 ★★★★★
6	(4)	**PROJECT-X**	Team 17 £12.99 ★★★★
7	(7)	**SENSIBLE SOCCER '92/'93**	Renegade £25.99 ★★★★★
8	(NE)	**HIRED GUNS**	Psygnosis £34.99 ★★★★★
9	(6)	**ALIEN BREED: SPECIAL EDITION '92**	Team 17 £10.99 ★★★
10	(8)	**GOAL!**	Virgin £30.99 ★★★★
11	(NE)	**OVERDRIVE**	Team 17 £25.99 ★★
12	(3)	**F17 CHALLENGE**	Team 17 £12.99 ★★★★
13	(14)	**GRAHAM TAYLOR SOCCER CHALLENGE**	Buzz £9.99 ★★★★
14	(RE)	**COMBAT AIR PATROL**	Psygnosis £29.99 ★★★★★
15	(RE)	**GUNSHIP 2000**	MicroProse £34.99 ★★★★
16	(11)	**FLASHBACK**	US Gold £30.99 ★★★★★
17	(13)	**FIRST DIVISION MANAGER**	Codemasters £7.99 ★★★
18	(NE)	**QWAK**	Team 17 £12.99 ★★★★★
19	(16)	**TRIVIAL PURSUIT**	Hit Squad £7.99 ★★★
20	(NE)	**LINKS – THE CHALLENGE OF GOLF**	Kixx £16.99 ★★★
21	(10)	**DUNE 2**	Virgin £30.99 ★★★★★
22	(NE)	**THE PATRICIAN**	Ascon UK £32.99 ★★
23	(22)	**PIRATES**	Kixx £12.99 ★★★
24	(5)	**SOCCER KID**	Krisalis £29.99 ★★★★★
25	(20)	**DIZZY: PRINCE OF THE YOLKFOLK**	Hit Squad £7.99 ★★★★
26	(17)	**DESERT STRIKE**	Electronic Arts £29.99 ★★★★★
27	(9)	**WORLD CLASS CRICKET**	Audiogenic £29.99 ★★★★
28	(15)	**BODY BLOWS**	Team 17 £26.99 ★★★★
29	(NE)	**BILL ELLIOT'S NASCAR CHALLENGE**	Gametek £14.99 ★★★
30	(18)	**POPULOUS AND THE PROMISED LANDS**	Hit Squad £12.99 ★★★

We figure you must have some idea how the charts work by now, so briefly: they're © ELSPA, they mix budgies and full-pricers together, games are rated in stars, and they're still sponsored by Penguin!

NEXT MONTH! ONLY IN AMIGA POWER

THREE DISKS!

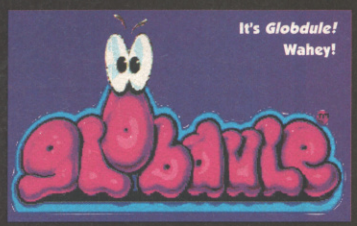
First there was one coverdisk. Then there was another one of it. Now there's another one of that one. Making a total of THREE! Yes, THREE spankingly spectacular disks are set to obscure any nice pictures or writing that we try to squeeze onto the cover of next month's AP.

Are we stupid or what?

Well, no. We figured that, with Christmas coming up and all, there'd be so many fab demos around that we'd need THREE disks to fit all the good stuff on – even with our super crunching routines. We can't tell you exactly what's going on them yet 'cos we haven't finalised all the latest exclusives just yet. BUT WE CAN GIVE YOU A PRETTY GOOD IDEA!

First off, how about taking up arms against a sea of cyborg assassins from the 21st century? That's exactly what you'll be doing with our demo of Virgin's *Terminator 2: The Arcade Game.* Or have you ever considered how the Red Baron would have fared against a MiG 21? Wonder no longer. With our (highly likely) demo of Microprose's *Dogfight,* you can see just how they'd have got on.

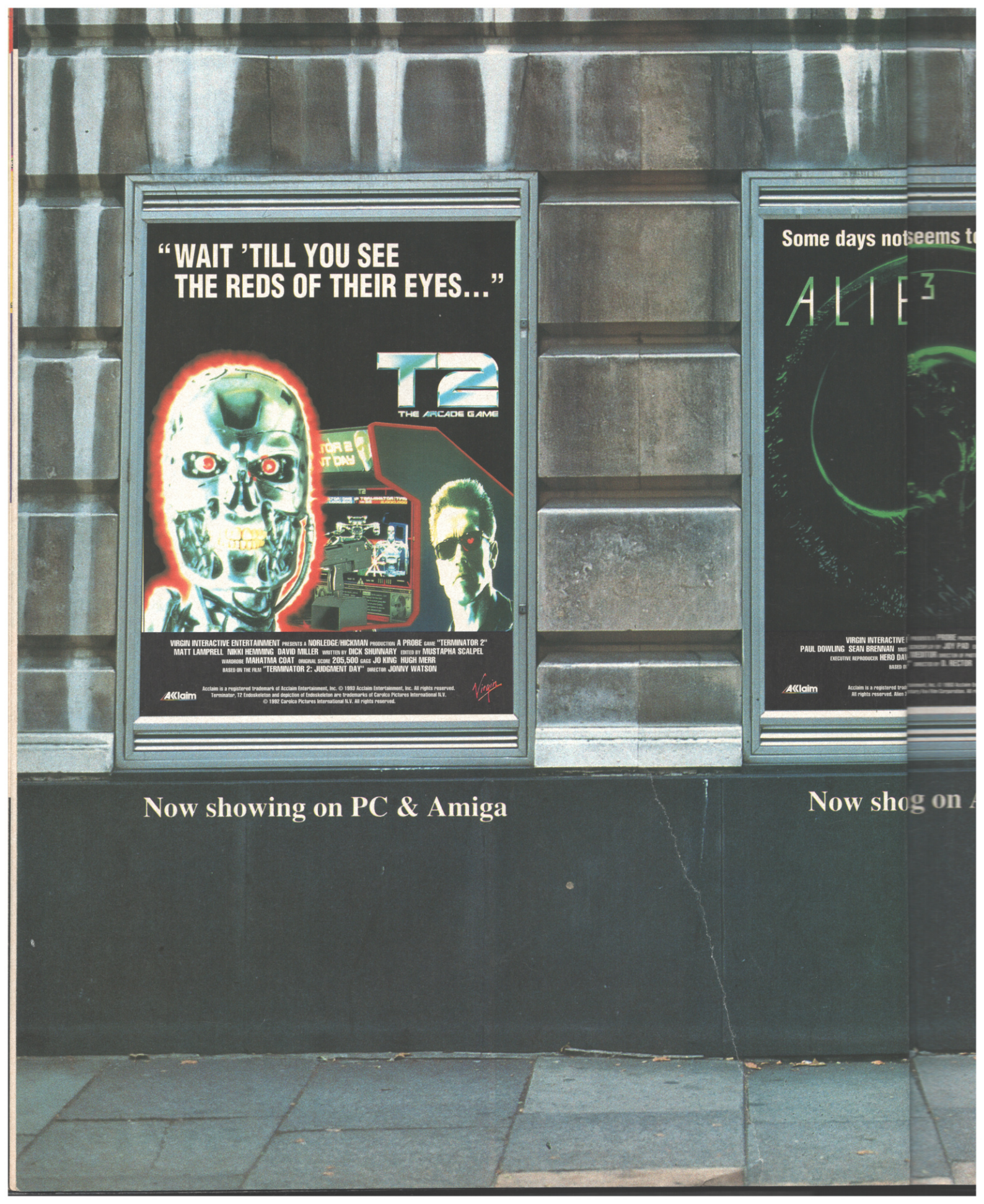
For our more genteel readers we've tied up a fully playable demo of the delightful *Globdule* – the Trapdoor creature look-alike with a multitude of sticky habits. And finally, for all those veterans of *Thrust* and *Oids,* we're going to bring you *Rocket Rescue.* Excellent!



The most demo-packed issue ever of AMIGA POWER will be hitting newsagents on December 9th, 1993. Don't miss out.

AMIGA POWER

The mag with more than two disks on the front. For the moment.


"WAIT 'TILL YOU SEE
THE REDS OF THEIR EYES..."
T2
THE ARCADE GAME
VIRGIN INTERACTIVE ENTERTAINMENT PRESENTS A NORLEDGE/HICKMAN PRODUCTION A PROBE GAME "TERMINATOR 2"
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WARDROBE MAHATMA COAT ORIGINAL SCORE 205,500 GAGS JO KING HUGH MERR
BASED ON THE FILM "TERMINATOR 2: JUDGMENT DAY" DIRECTOR JOHNY WATSON
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JOHN CARVER
LEN SCAPP
D. RECTOR
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LEE THAL HUGH JUPPERCUT DANIELLE WOODYATT PETER BALL SCREENPLAY BY ANNE NIHILATE
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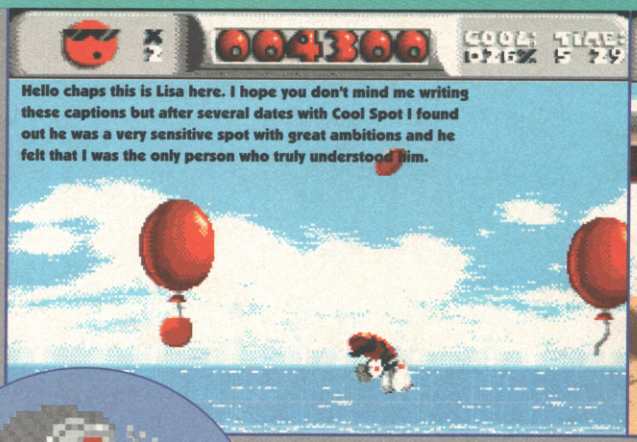
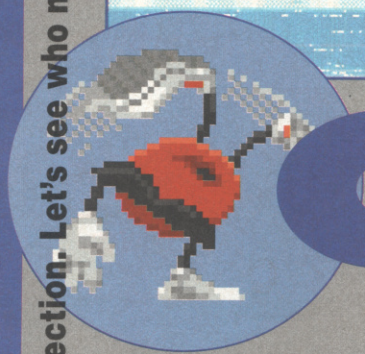
THE SHAPE OF THINGS TO COME

The very coolest spot to be in is AP's highly exclusive previews section. Let's see who made it this month.



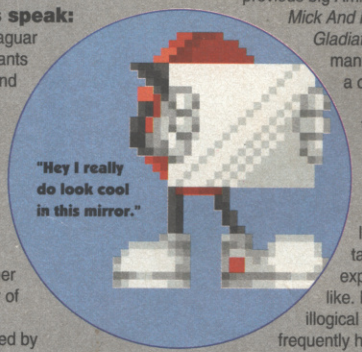


COOLS

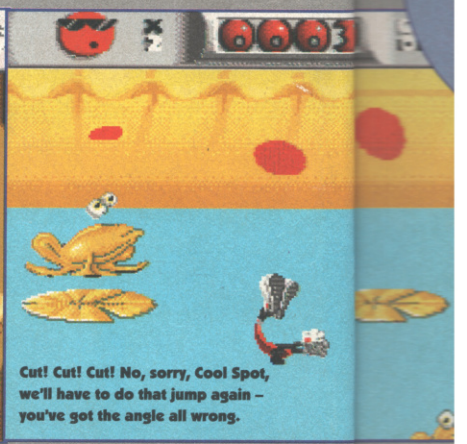
Game: Cool Spot
Publisher: Virgin
Author: John Twiddy
ETA: November

Briefly: Never before has a small red dot gained so much press attention as this little guy. He started out life as the red blob on the side of a can of 7-Up, and was released on the Mega Drive in America as a tie-in character, but when it came to his UK debut there was some kind of horrid mix-up. Out went the fizzy drink tie-in, which sort of left all the green plastic bottles in the game having little or no reason to be there. Thankfully, no one really noticed or cared, because everyone thought the UK Mega Drive game was quite splendid, super and lovely, and went out to buy it in droves. Since Virgin aren't silly, they've decided to release an Amiga version of this console smash hit in time for Christmas. Who says capitalism is a bad thing, huh?

The creators speak: John Twiddy of Jaguar Software Consultants is working night and day on the Amiga conversion, so it seemed like a hugely good idea to talk to him about the project. I started off by asking him to explain the rather chequered history of the game. "I was originally contracted by Virgin to do the *Cool Spot* conversion, but after a few months work they switched me onto doing a conversion of the Mega Drive game *Aladdin*. I did that for a bit, and by that time Virgin had seen that *Cool Spot* was selling well, so they put me back on the *Cool Spot* thing." Blimey, messing about a-plenty! Interestingly enough, the guy who wrote the *Aladdin* game also did *Cool Spot*, and John worked on the conversion for Virgin's previous big Amiga platform game *Mick And Mac – Global Gladiators*, which is far too many coincidences to be a coincidence.



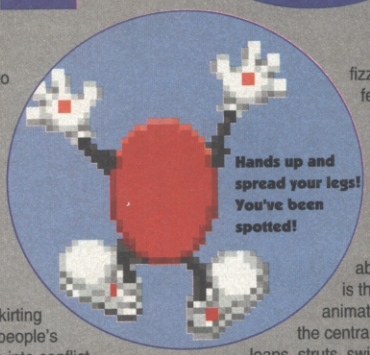
John told me that the Amiga *Cool Spot's* going to be virtually identical to the Mega Drive original, so I suppose I'd better take some time out to explain what that one's like. In one of those illogical chains of events that frequently happens in platform games, all of *Cool Spot's* friends have been kidnapped and incarcerated in floating metal cages. The way to bust them out is to dash around collecting small, not-at-all-cool spots, which



SPOT

somehow allow him to bust his buddies out. The problem is that Spot's only about an inch and a half tall, so it's a bad and quite literally big world out there.

As he battles his way across beaches and bathrooms, behind skirting boards and through people's bedrooms, he comes into conflict with untold masses of cute and lovable bad guys, but thankfully he's got a weapon. Being a cast-off of a soft drink, he's got astonishing carbonated powers, which enable him to fire of bolts of, err, fizz. These fearsome CO_2 blasts allow him to blast his way to freedom for himself and his buddies. Yeah!



The most impressive thing about the original is the number of animation frames for the central character, who leaps, struts, swings, yawns and yo-yos his way through the game in a non-stop blur of amusing ways. "All the animations that were in the original are going to be in this version," said John, "although there are a few limitations. On a standard one-button joystick, where up is used to jump, some of the firing upwards animations are lost, but if you're using a Mega Drive joypad to play the game, the second fire button is used to jump, and the upwards graphics are retained."

What about the actual gameplay then, is it going to be exactly the same as the Mega Drive version? "That's yet to be decided, but at the moment I've tweaked several bits of the game and I'm waiting to hear from Virgin to see whether they've approved my changes. I thought that Spot's walk was far too slow, for instance, so I've speeded that up. Also he now jumps higher and can be controlled when he escapes from those awkward bubbles, which trap him from time to time.

"Although the game's going to look the same, I hope that I've improved it on all playability aspects. The sound's going to be the same as well, with Spot surfing on a plastic bottle to the tune of Wipe Out at the beginning, and all the 'yowch!' sound effects running through the game."

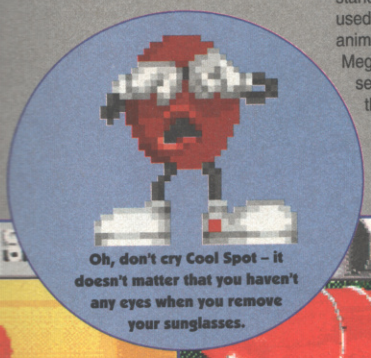
So let's get this straight, it's going to be EXACTLY the same as the Mega Drive original? "Well, not exactly. The main difference is that the Amiga screen only updates every 25th of a second, where as the Mega Drive updates fifty times a second, so the scrolling isn't going to be as fluid as in the original. Apart from that, your Amiga's going to run a perfect conversion of the game."

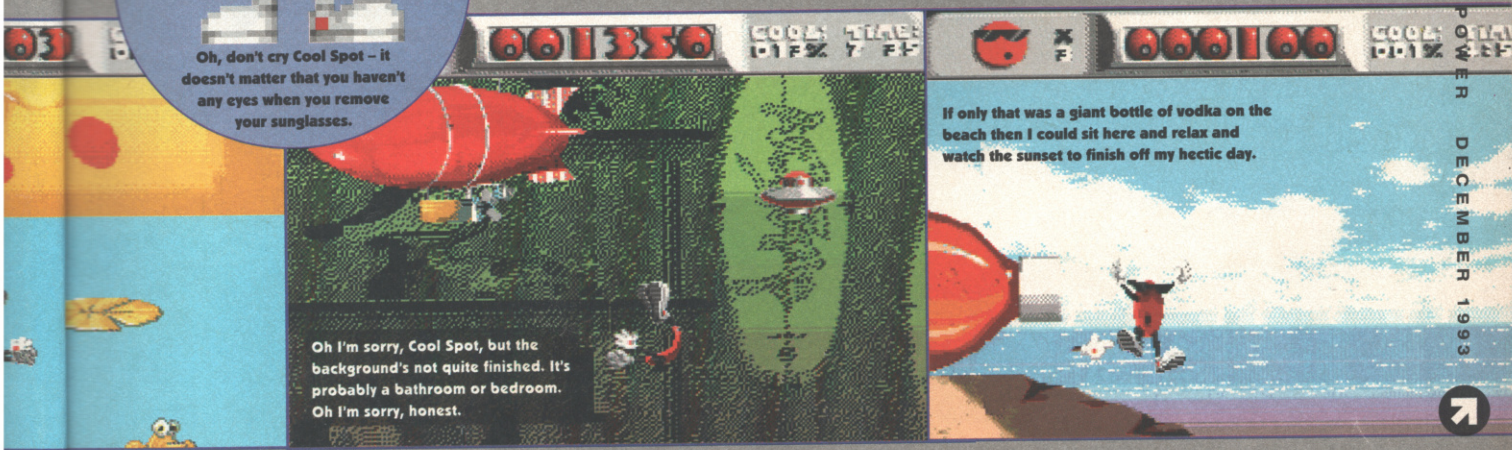
"I thought that Spot's walk was far too slow"

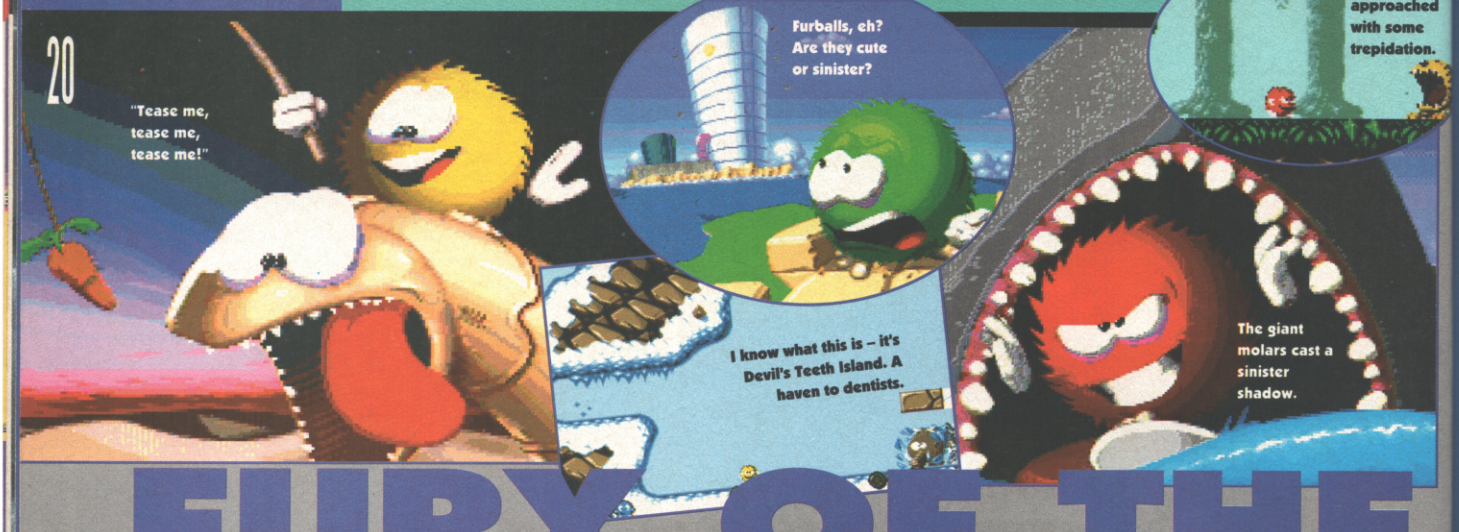
Verdict so far: I've played a couple of levels of the Amiga version, which seem to back up what John told me. Yes, it looks the same as the Sega version, and yes, the scrolling's a bit jerkier, but not so you'd notice. As you can see from the screenshots there's still quite a bit of work to be done on the backgrounds, but even now it's a visually impressive platformer.

The thing is, does the Amiga-owning public want another platform game? It seems to me that although they're the core of the console market, computer owners are a lot more discerning and to favour more in-depth games. I've no doubt that *Cool Spot* will be a hit, but I'm not yet convinced that it'll be the massive smash that it was on the console market.

● *CAM WINSTANLEY*







FURY OF THE FURRIES

Game: Fury Of The Furries
Publisher: Mindscape
Authors: Kalisto
ETA: Mid November

Briefly: French programmers deny their widely held image of being a nation of oddball-bizarro-role-playing-game-heads by working on this action/puzzle/adventure/platform type thingy, complete with cute little fluffy alien creatures.

The creators speak: Nicolas Gaume of Kalisto popped his head around the door of the office to great us all with a Gallic "Hello" and show off his latest wares. His company have quite a track record of converting and developing games for the Apple Mac, but have changed course a little with *The Furries*. The game's subtitled 'Tinies return's revenge strikes back: Part 2, the sequel,' which not only lets you in on the fact that it's not entirely serious, but also explains why the characters look a lot like the Skweeks from Loriciel's puzzle game. "We converted the Skweeks games for the Amiga, and really loved the style of the characters, but since the name's already taken, we decided to call them Tinies instead," explained Nicolas, plausibly. He set about explaining the story behind the game, and it all seemed eerily familiar. When a spaceship load of Tinies return to the planet Sklumph, they find that their king has been kidnapped and that someone's got to go and rescue him, and this sort of set me thinking. Do you think groups of people would split up while searching the old house if they'd seen Psycho? Or do you really think that if they'd seen The Burning or Friday 13th, that teenage couples would run off into the woods clutching a sleeping bag? Of course they wouldn't, because they'd know that they'd get chopped up, the same way that if they'd ever played a video game, then the Tinies would have known that their king would be kidnapped, resulting in a platform/puzzle game solution. But I digress, here's Nicolas.

"If you kill Romeo, then Juliet cries a lot"

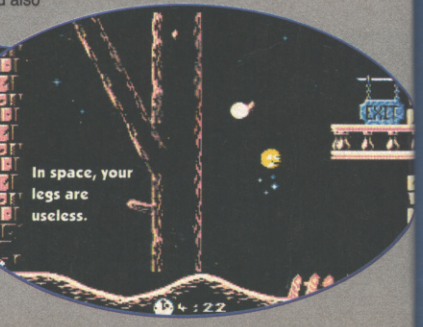
"The game's been likened to *Lemmings* and *The Lost Vikings* by the French magazines, which is a fair assessment. There are 90 levels to get through, with 150 bonus levels, which are smaller levels made up of a few screens each. Most levels have several different ways of reaching the end, and along the way you'll be confronted by lots of enemies as well as puzzles and traps. Your hero can change colour by putting on different rings, and each colour has a different ability. The red Tiny can dig, the green one has a rope, the yellow one can throw fire balls and the blue one can dive underwater, whereas the others can only paddle along the surface. You can use the rope to swing, and also tie it to blocks to drag them around, but the problems occur because you can't always change into all the colours."

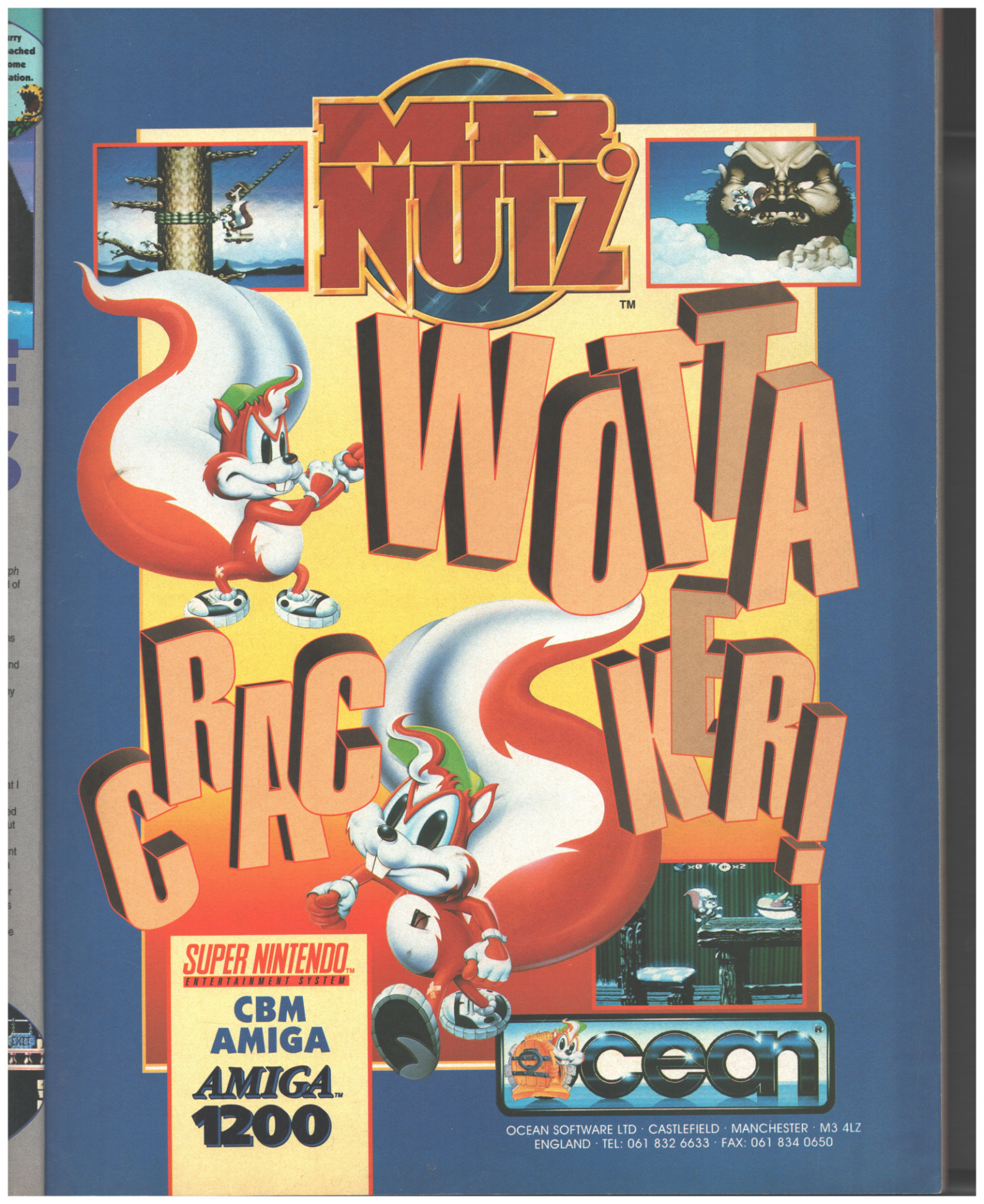
That sounds as if we can add *Morph* to the list of games that this gives a nod of recognition to, but it's not only other games that *Furries* 'pays homage' to. "We've included a lot of humour in the game, with references to books and films and many other games. In one section, the Tiny is inside a huge pinball table, and in another, he's being attacked by a Donkey Kong Tiny. There's a Hamlet tiny who attacks you by throwing a skull at you, and even Romeo and Juliet Tinies. They're completely harmless, but if you kill Romeo by fireballing him, then Juliet cries a lot."

So there you have it: fire, intrigue AND historical romance. Now that's what I call a game concept.

Verdict so far: Well, I've only played a few levels of it, and it seems alright, but I've yet to be convinced that it'll set the world alight. Okay, so it makes a big point of its eclectic references, but by being 'a bit like' so many other games, you're bound to end up thinking about the other games that it's similar to. Still, anything's better than yet another platformer, and when the game's finished, I could well be pleasantly surprised.

● *CAM WINSTANLEY*

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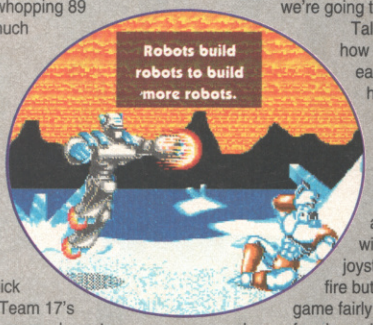
BODY BLOWS GALACTIC

Game: Body Blows Galactic
Publisher: Team 17
Authors: In house
ETA: Next month

Briefly: Way back in the days when Tim Tucker was still but a humble staff writer for AP, he reviewed *Body Blows*. He couldn't say enough good things about it and awarded it a whopping 89 per cent. "It's so much better than *Street Fighter 2...*" he drooled. With that recommendation still ringing in our ears, we decided to investigate the proposed follow-up, *Body Blows Galactic*.



The creators speak: With a quick face slap, I asked Team 17's Martyn Brown how many characters *BBG* will have. "Twelve in total, two are from the original game (Junior and Danny) which allow players of the first *Body Blows* to get straight into the action. The others are all new and represent five other planets." Having looked at the screenshots, I noticed that the main characters didn't all look human. Expand on this Martyn or it's the ju-jitsu for you.

"Dan and Junior represent the earth and they fight at the space station. They are more or less the same as in the first game, save for a few enhanced moves, new sound effects and some smart new clothes. Azona and Kai-Ti are from the planet Feminia – Azona flies about on a gold disc and she uses this for the majority of her attacks. Kai-Ti is an expert in spatial arts and uses her psychic powers in her varied attacks." I could go on and explain every other character in the new game, but in the interest of space, we're going to move on.

Talking of moves, how many moves does each character have? "Each character has around 20 moves or so. It's all relative to the fact that 99 percent of all players of *BBG* will be using a joystick with a single fire button. It makes the game fairly easy to get the hang of and you don't have to do stupid special stick combos to make your player do something neat. Each character has about three really special moves they can pull off, with one 'super' move. Of course they all do the standard moves but mostly in a different way, shape or form."

This sounds really exciting – what other gameplay improvements have you come up with? "We've polished things off an awful lot, added the feature where players get stunned and take time to recover which makes them open to attack for a short while. The special power-up feature has been looked at and now it takes different amounts of time to use the special after first using it – this stops people trying to pull specials all the time. We've also added a MERCY ON/OFF to the options. In the last game we avoided the 'corner syndrome' where players got stuck in a corner and the other player just did them over. Well it seems some players would prefer to play it without this mercy mode in, so we added it as an option". Anything else? "We've also been trying like crazy to get the game to run from two disks so that there's no swapping with a machine fitted with an external drive."

This sounds great. Anything else? "Apart from the Mercy options, we are trying to incorporate a 'tag team' style of play. In this mode, each player will select three characters to fight with... in play when one is defeated, the next will be loaded in and the fight continues. The player who loses his three characters first is defeated. It's all feasible, but we'll be waiting to see what the disk accessing is like before we implement it."

"You don't have to do special stick combos"

Verdict so far: Well it certainly sounds entertaining. The fact that Team 17 listen to and act on user feedback should result in a fantastic game. We look forward to doing it over – so to speak.

● *STEVE McGILL*

A STATE OF MAGICAL SPEEEEEEEEED

When it comes to speed Wiz 'n' Liz take on all-comers — and leave them standing.

They're the greatest magicians on the Planet Pum, their spells are truly amazing, their huge collection of pet wabbits, legendary.

But now everything's gone wrong. In a rash moment of mis-spelling they set their beloved wabbits free and now it's a race against time to capture them.

With exploding wabbits, a crazy cauldron, hundreds of spells and the fastest gameplay ever, Wiz 'n' Liz's frantic Wabbit Wescue will kick your video gaming into warp speed.

Catch them now on Amiga and Mega Drive — if you can.

Need help? Call the Wiz 'n' Liz spell line.

"The two player game is everything that the jerky, fuzzy head-to-head option on Sonic 2 should have been."

MEGA

"Fantastically fast and furiously funny."

MEGA DRIVE ADVANCED GAMING

"It's one of the fastest things since pre-puberty."

DOMINIK DIAMOND, SMASH HITS

CATCH THEM IF YOU CAN

SYDNEY 2000

WIN a Mega Drive and a copy of Wiz 'n' Liz. Plus five runners-up prizes of games. Just answer this question: What kind of animal do Wiz 'n' Liz have to catch in the game?

a) Gorilla b) Wabbit c) Lemming.

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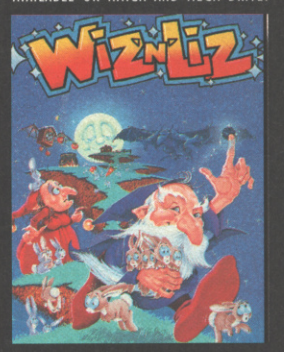

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All calls cost 36p per min. cheap rate, 48p at all other times. Please ask the bill payers permission before using the phone. For a full set of rules send SAE to Psygnosis, South Harrington Building, Sefton Street, Liverpool L3 4BQ. Entries must be received before 31st December 1993.

FROM THE UNITED STATES OF PSYGNOSIS

MAGIC BOY

Game: Magic Boy
Publishers: Empire
Authors: Blue Turtle
ETA: Late November

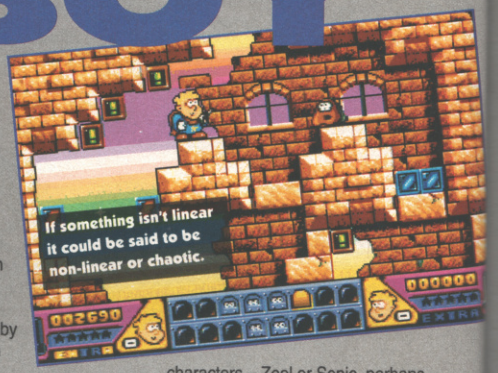
Briefly: Empire software have a formidable stable of programming talent at their worthwhile distributory tributary. They're the ones responsible for some very grown-up and serious entertainment – the likes of *Campaign 2* and the up-and-coming *DreamWeb*, for instance. That's why we thought "God! What are they doing releasing yet another platform game onto the market?" To find this out, and more, we asked them a few gently rigorous questions.

The creators speak: Ha ha, *Magic Boy* – that's an original title. Who chose it, why and do you think that it will capture the games-buying public's imagination? It turns out that "John Dale the game designer" chose it. Go on, please. "The name *Magic Boy* encompasses both the magical element of the game while depicting the young lad Hewlett as possibly of magic character. In being ominous there is scope for capturing the imagination of the public." Good answer.

Hmm, with all this talk of 'ominousity', I sense that there must be quite a history behind the *Magic Boy* programming team. Tell us about yourselves. "Blue Turtle started in 1986 doing graphics for the Spectrum and C64. We progressed onto coding for the Amiga and ST in 1989. After spending time on some unpublished titles we were approached by the designer of *Pipemania* to code his latest masterpiece and the rest *(As they say. – Ed)* is history!"

Now that's out of the way, tells us about some of the USPs (Unique Selling Points) that the game employs. *"Magic Boy* employs a major puzzle element without being a puzzle or a logic game. It captures the original style of platform games that became classics on the Spectrum but takes full advantage of our new 16-bit systems. With this classic feel to it, it's a fun game to play, and not one which you lose interest in after a day."

Ahh, it's all becoming clearer now. I'll tell you what though, in your press release you mention that four levels can be open at any one time to enable non-linear progress through the game. Can you expand on this, please? "Any of the first four levels can be selected immediately and by using the compass screen the player can change between the levels during play. Or restart the current level. After four levels are completed the next four become available." Of course, non-linear linearity – I love it. What sort of approach does this allow? "This allows a varied and individual approach to the game, effectively catering for everybody."



One of the more welcome phenomena to hit the software houses recently is user feedback. Have you been taking this into account? "The compass screen, a special undocumented bonus and all play-testing comments were implemented as and when appropriate to the flow of the game".

Finally, we can easily imagine *Magic Boy* getting beaten up by other game characters – Zool or Sonic, perhaps – when they all meet up after work. Do you have any comments on this? "In a lot of people's opinions Zool and Sonic have a nasty or evil edge to their character. A cute apprentice boy, however, cannot really offend anybody. The cutesy animation of Hewlett gives him an almost elegant characteristic in his innocent appearance."

"Non-linear linearity – I love it"

Verdict so far: Well, you might say that was the dictionary definition of a wimp ("elegant characteristic in his innocent appearance", indeed), but I must admit to being charmed by the little fellow. In fact, the whole game has a distinct air of enchantment. We'll give it a thorough scrying in the not-too-distant future.

● *STEVE McGILL*

BATTLE ISLE 2

Game: Battle Isle 2
Publisher: Kompart
Authors: Blue Byte
ETA: Mid '94

Briefly: Life can sometimes be cruel to wargamers. It's a savage world out there, with cute platformers and fast action shoot-'em-ups leaping out from every corner, so to anyone interested in large-scale tank warfare, the boys from Blue Byte are heaven sent. Time after time, this small production team have sat in their Mulheim offices and produced battle sims that play well in one and two-player mode at a reasonable speed without making you plough through a twelve-billion-page manual. It's good to hear that even as I write (and you read this) that they're frantically doing another.

"Set to be one of the best wargames ever"

The creators speak: After the successes of *Battle Isle*, the mission disks, *Battle Isle '93* and the extremely popular *History Line 1914-1918*, it comes as no great surprise to find that there aren't any major changes to the basic game engine for *Battle Isle 2*. The map's made up of hexagonal units, and the action's still broken up into move and attack phases, but pretty much everything else is bigger, better and generally flashier than before. One of the creators took me through a whirlwind tour of the game.

"There are far more different units than before, each with their own strengths and weaknesses, but this time there's the additional problem of logistics to deal with. In the original game, production facilities needed to be supplied with raw materials by mining operations, but we've now added features to make it more realistic. In war, the recurrent problem is that of getting enough supplies up to the front line, and by adding this element, you have to concentrate on planning your attack. Units now constantly need fuel and ammunition, so you have to build roads or rail links up to the front."

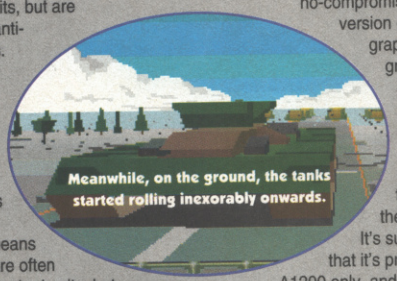
A problem of the *Battle Isle* games is that every time a unit goes into battle, they become more experienced and harder to defeat, until they're virtually guaranteed victory. "Although we felt this was a good idea, the experienced units were far too tough, so we've now evened this out. When an experienced unit pulls back for repairs, the experience points are exchanged for the repair. In this way we simulate new troops joining the unit, and also make it much harder to have an elite unit."

"One of the main changes of the game is the terrain, and how it affects the game. We now have four height levels in the game, which makes the use of planes much more realistic. At the lowest flying level, planes can't fly over mountains and can come under light ground fire, but are at a prime height for ground attack. If they fly higher, then they can safely over fly most enemy units, but are susceptible to anti-aircraft missiles. Throughout the game, the seasons change from wet springs and autumns to dry summers and frozen winters. This means that lowlands are often too boggy for tracked units, but also that rivers and lakes are passable in winter when they're iced up."

The other main change is that the two-player mode is no longer on a split screen. By including radar and AWACS early warning planes, this means that you have to find your enemy before you can engage them, which sounds brilliant, yet problematic.

Verdict so far: The lack of split screen means that you're going to have to play the game either on two computers linked together, or alternately on the same one, hiding your movements from your opponent. Blue Byte are starting off with a no-compromise PC CD-ROM version (with rendered graphics, vector graphics animations and a full soundtrack) and then releasing the standard PC version before fully developing the Amiga version. It's such a big game that it's probably going to be A1200 only, and even then will probably need be hard drive installable. It's a small price *(Er, relatively. – Ed)* to pay for what's set to be one of the best wargames ever.

● *CAM WINSTANLEY*

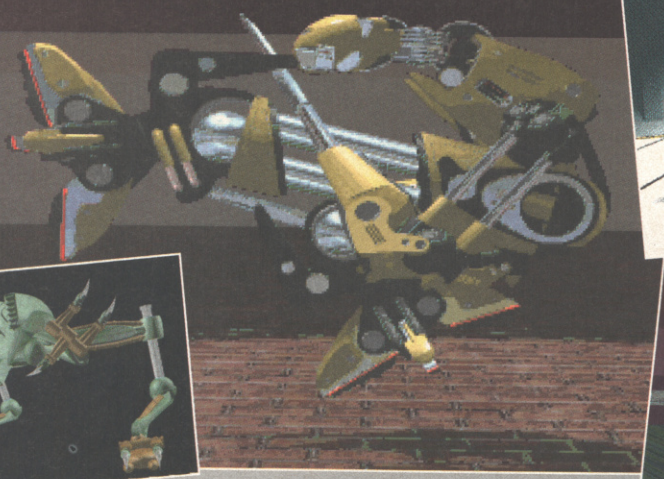


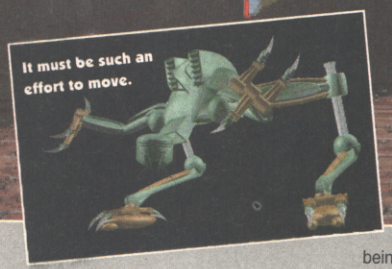
26

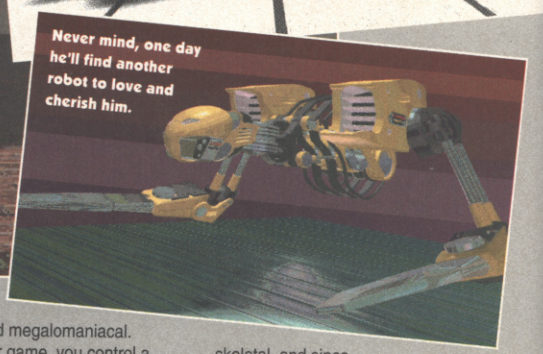
RISE OF THE ROBOTS

Richard Hearn... Mr Pastry.

Heads together, lads... and we're off.

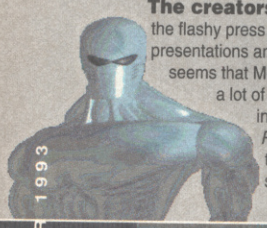

Poor things, they look so uncomfortable. All that metal poking everywhere.


It must be such an effort to move.


Never mind, one day he'll find another robot to love and cherish him.

Game: Rise Of The Robots
Publisher: Mirage
Authors: Andy Clark, Sean Griffiths, Sean Nadin, Kwan Lee
ETA: February 1994

Briefly: A *Street Fighter 2*-esque beat-'em-up, in a mechanical combat, Robocop-meets-Terminator sort of way.



The creators speak: From the flashy press packs, video presentations and the like, it seems that Mirage are putting a lot of time and money into *Rise Of The Robots*. Not that this is surprising, seeing as it's being jointly developed for the PC CD-ROM, Amiga, CD32, Mega Drive, Mega CD and SNES, so Mirage must have faith in their product.

"We certainly do," beamed Mirage's marketing manager, Julia Coombs. "The game's being developed by our in-house programming team, Instinct Design, which is headed by ex-Bitmap Brother Sean Griffiths. We think it'll provide the ultimate combat game for current mainstream markets, and that by using 3D modelling software that produces high quality ray-traced graphics, it'll be more realistic and animated than ever before."

The game differs from conventional beat-'em-ups in that the combatants are all robots. The story concerns a robot factory run by a super-intelligent Supervisor robot which has been infected by an ego virus, causing it to get all uppity and megalomaniacal. In the one player game, you control a cyborg sent in to return the place to order, but before you can get to the Supervisor, you've got to trash five other robots.

"With a single button joystick, you're going to have 16 different moves, and each of the robots will have about 100 frames of animation," said Julia. "The bouts will be the best of five, as we feel that best of three doesn't give you a chance to pull back from a losing position. Rather than a repetitive 'hit and hope' variety of gameplay, the team are working on an artificial intelligence system. By including intelligence factors and combining them with motivation, the robots will respond differently to the changing course of each bout. For instance, if a robot knows that you've been damaged, it'll attack with more power and with less consideration of its own chances of damage. Similarly, when a robot's damaged, it'll spend most of its time in defence."

Good child-bearing hips, there.

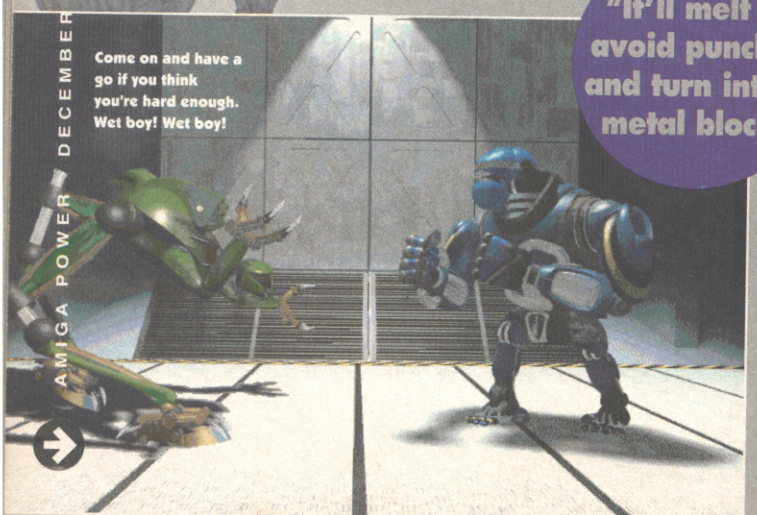
"The robots are all of different designs and have different abilities. The crusher droid, for example, is designed to destroy malfunctioning robots, so has powerful pincers for dismembering machinery. The soldier droid, however, is skeletal, and since most of the protective armour plates are removable, much of the internal workings have to be detailed as well."

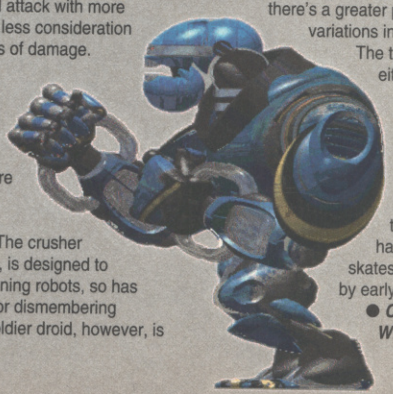
"In the two-player game, you'll be able to choose from six robots; the only robot that you can't play will be the Supervisor droid, which is the most complex figure in the game. We're building this using morphable spheroids around a human frame, which will form a fully-contoured figure. It will morph into different shapes, so it'll melt to avoid punches and form spikes to attack."

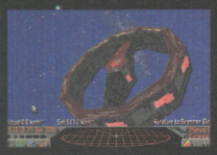
Verdict so far: Cor, it sounds good, doesn't it? Unfortunately, it's difficult to comment on the gameplay, simply because I haven't seen a playable version of it yet. The graphics and ideas behind the game are sound though, and by freeing the combatants of a human form, there's a greater potential for variations in combat styles. The thing is though, either Mirage are keeping the game close to their chests by not showing us any playable demos, or they're going to have to get their skates on to finish it by early next year.

● *CAM WINSTANLEY*

"It'll melt to avoid punches and turn into a metal block"


Come on and have a go if you think you're hard enough. Wet boy! Wet boy!




PC Screen shot

AMIGA Screen shot

PC Screen shot

AMIGA Screen shot

DAVID BRABEN PRESENTS

FRONTIER

ELITE II

1985 – ELITE

"Elite. Game? It's a way of life!"

Personal Computer World magazine

1993 - FRONTIER - ELITE II

"The ultimate in space adventure, Frontier is the single most important step forward for games this decade."

CU Amiga – 97%

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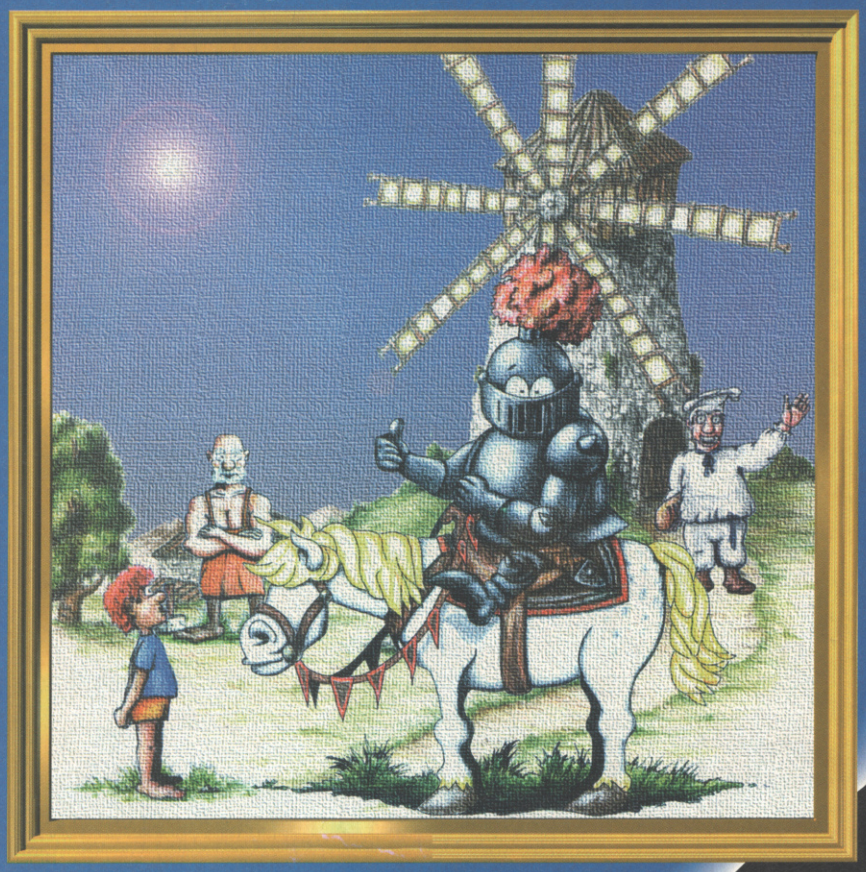
The Settlers



Your daring fairycastle is the centre of your power.

Around your castle little settlements arise everywhere.

Detailed statistics, shown here within the 2 player mode, let you influence supply and demand.

Opposing knights once more cross the borders to steal your wealth.

The aim of "The Settlers" is to develop a working and successful colony, in a world which allows the player to get lost in the exhilarating medieval fantasy atmosphere which the game creates. The lifeline of any civilization relies upon the creation of small settlements, the exchange of goods and services and the production of food. Cut trees, work in mines, produce weapons and tools, deliver building materials, defend your land and castles, attack your enemies, provide work for your people and much, much more... It is possible to create up to 64.000 people in your kingdom. Each one will behave as an individual and will perform a different task, that can be watched at every time during game-play. "The Settlers" is a proud addition to the successful Blue Byte stable of unique strategy games. The kind of game, that has never before been published, keeps the player fully engrossed with it's deep strategic, economic and fun elements..

*"**The Settlers**" is a 1 or 2 player game - 2 players can compete simultaneously on screen together or together against the computer - depending on your computers' specification up to 64.000 "tiny people" will be displayed - 20 different jobs and 5 different knights - 30 missions -10 additional training duties - computer-generated sceneries - lots of fun, lasting for months*

Release: Beginning of December

Available for Commodore AMIGA , MS-DOS (VGA)

Blue Byte

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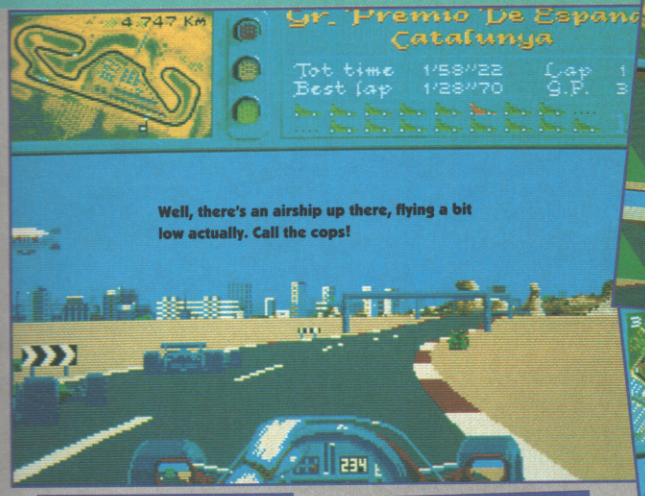


Well, there's an airship up there, flying a bit low actually. Call the cops!

Wahey! Now you can really annoy your friends by thrashing them in two-player mode.

Still in two-player mode, this time through the green fields of Adelaide, Australia.

F1

Game: F1
Publisher: Domark
Author: Chris Johnson
ETA: November

Briefly: Vroom, vroom, vrooom, vrroooom, vrrrooomm. Yes folks, it's time to put Domark's *F1* through an AMIGA POWER preview practice lap.

The creators speak: *F1* is going for pole position in the Christmas rush for racing games. Is it going to qualify? Let's check out the statistics.

I revved up by asking author Chris what the three promised game types were: "Training mode, which allows you to practice tracks. Arcade mode, which is a series of challenges involving finishing a race ahead of six cars – the next race you must finish ahead of eight cars and so on. Championship mode lets you race through the season and results are placed in a league table – the objective is to win the championship on points."

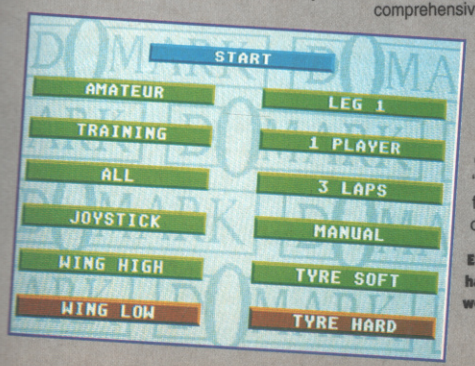
Okay, so we've got three racing variations. What about difficulty levels? "Four difficulty levels; novice, amateur, professional and expert."

Hmmm. Four difficult levels and three different types of game. Can I play against a friend? "There is a two-player split-screen mode." Golly, all this variation. Is there more than one track and if there is, what are they? "There are twelve tracks; Brazil (Interlagos), Spain (Barcelona), San Marino (Imola), Monaco (Monte Carlo), France (Castelet), Canada (Montreal), Britain (Silverstone), Germany (Lederhosen), Belgium (Immac Roll-on), Italy (Trattoria), Portugal *(Stop it. – Ed)* and finally Australia (Adelaide)".

"There is a two-player, split-screen mode"

Wow! All of those juicy tracks to race on. It would be pretty boring if you had to race in the same car all of the time. Are there any options for customisation? We're looking for loads of bolt-on parts like faster engines, rubber compounds, different exhausts, slip differentials, air resistance and so on. "You have a choice of hard, medium or soft tyres – high, medium or low wings, manual or automatic gears." Hardly comprehensive, but we'll let it go just this once.

The big selling point of *F1* is going to be the speed it runs at. What's the frame rate and update speed of the game? *(Er, Steve... – Ed)* "Standard Amiga is 17 frames during normal one-player mode and twenty-five on turbo. An Amiga 1200 will play at 50 frames at the maximum speed."



Enough options for any hardened Formula 1 driver, we would imagine.

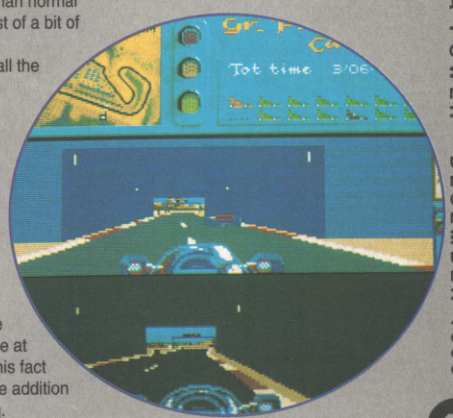
Turbo mode? What's that? What's it going to do? "This feature allows you to race a very, very, very fast race which runs around 33 percent faster than normal on a standard Amiga, at the cost of a bit of graphical simplification".

So that's us gone through all the standard ace game of the year press release stuff. You're not going to be subjective with this question Chris, but how does *F1* compare to say the likes of *Formula One Grand Prix* or *Vroom*? "*F1* is rip-roaring, edge-of-the-seat, all-out action. Pretty damn fine if I do say so myself." Thank you for that, Chris.

Verdict so far: Well by the looks of things, *F1* is going to be at least as good as *Vroom*. Just this fact alone should make it a welcome addition to anyone's Christmas stocking.

● *STEVE McGILL*

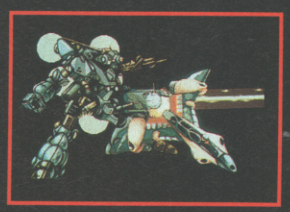
Anyone know where Monaco is? Well, it's a tiny principality on the south east corner of France, capital Monte Carlo, famed for its casinos, Princess Stepha...

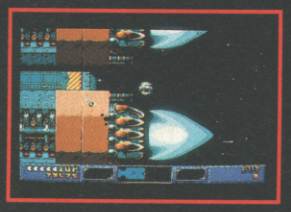


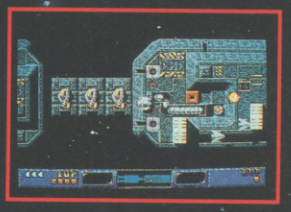
It's that two-player mode again, illustrating the scenery in a tunnel.

Fresh from the vaults of total play-ability comes this unique reprise of the classic shoot 'em up. Featuring the fastest scrolling and most detailed graphics that the Amiga has ever seen, pit your wits and reflexes against fleets of Leviathan spaceships as your Manta swoops low and leaves a trail of mayhem in its wake.

Uridium 2







"It's absolutely stunning with superb graphics, marvellous effects and simple-as-pie gameplay."
Amiga Action.

"Uridium II is fantastic. You can take our word for it... Smashing!"
Amiga Format.

"All in all, Uridium II is shaping up to be one helluva game."
CU Amiga.

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GRAFTGOLD Creative Software

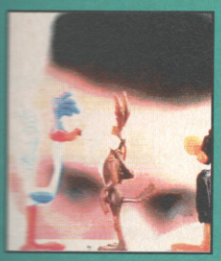
C1, Metropolitan Wharf, Wapping Wall, London E1 9SS © 1993 GraftGold. Published by Renegade

We've been framed! Or, to be precise, we've been video-recorded, digitised and image-processed. It's not that we don't look cool in real life, you understand...

JUST WHO DO WE THINK WE ARE?

LINDA BARKER

With Bath firmly in the grip of Jack Frost, the icy winds blowing through the stark outlines of the leafless trees has had a profound effect on the AP team, who've gone all moody and arty. Such feelings of boundless creativity were bound to show up somewhere in the mag, but Linda managed to contain it on this page, our very own bastion of self-indulgence. "It's about games you clots, we're not a fashion mag," she raged. "Is my hat on straight?"



STUART CAMPBELL

Never noted for conforming to trends and social patterns, Stuart was more than happy to experiment with form, content and contextual ambiguities to produce this striking image. "I like to think that this is iconic of my persona," he mused, "with the image representing a meshing of me and my word processor, and the slight lack of focus representing both my enigmatic character and rebellious nature. Also, it's really funny that Daffy Duck's standing at the front." Strewth.

DAVE GREEN

Alien Prod Ed Dave has been constantly amused by the concept of photography ever since he touched down, and has spent the last eight months smirking at every Leica, Pentax, Polaroid and security camera that he's seen. As we were adjusting the video camera to take this shot (since Dave's kind can only be recorded in the infra-red spectrum) a very peculiar thing happened. He looked suddenly glum, and with the enigmatic phrase "Switching to 14, 4 – MNP 5" promptly vanished in a flash of intense blue light. And no-one has seen him since. Bye Dave.

SAL MEDDINGS

With everyone else in the office mooning around like sixth-form goths in an A-level art class, Sally's been faced by a dilemma. Being our Art Editor, she's so massively arty anyway that if she tried any harder, it would probably result in some kind of bizarre cubist/neo-realistic technicolour explosion. Feeling suffocated by our impetuous mood, Sal ran off and was last seen planning to break ex-Art Ed Jacquie out of the detox clinic where she's been incarcerated for her own good for the last few months. More next issue.

CAM WINSTANLEY

A passion for self-loading weaponry doesn't necessarily mean that you can't have an artistic side as well. Cam revealed that he used to draw a lot, a fact that surprised us all. "It was a comic strip called 'This Man Is Hard' and featured a big bloke who used to kill everyone," he explained, a fact which, strangely, we all believed without question. Cam then went on to illustrate the approximate scale used in his works, with the aid of his fingers.

STEVE McGILL

"Watch out, Steve's about!" we japed the first time Steve turned up with his camcorder, but it turned out to be much more useful than recording shaky footage of kiddies tripping over the garden hose in the back garden. Moody Steve truly knows his BNC leads from his SCART sockets, which explains all these arty (and cheap) shots decorating the page. Next month, we're going to experiment with imaging effects. Bet you can't wait.

LISA KELLETT

When Lisa's not looking sultry, she likes nothing more than making all manner of sculptures paintings and tie-dye garments, and hanging around in her shed. It may seem like odd behaviour for Britain's bubbliest Art Assistant, but her over-enthusiastic descriptions of her room-at-the-end-of-the-garden have got even the most cynical amongst us believing that it's her very own slice of heaven on earth.

JONATHAN DAVIES

JD's never been the cheeriest person in the world (something to do with an overload of wargames and flight sims, we reckon) so the dark atmosphere of the office during our little cyber-photo shoot affected him the most. He arrived for the shoot by smashing through the door with a fire axe, announcing "Here's Johnny!", and glowering at all and sundry as we offered helpful posing suggestions and tried to adjust his hair. Our lives were saved by the radio, which fortuitously played Happy Talk by Captain Sensible at that point, lifting the mood immeasurably.

DAVE GOLDER

Whereas everyone tried their hardest to look mean and moody, Dave somehow managed to show his love for ageing TV series by looking like '70s supercop Starsky, of Starsky and Hutch and Canoe Squad fame (does anyone else remember a younger Paul Michael Glaser as Doughnut, Chegsy's tubby elder brother in the classic Australian kids' TV show? We do.) We've since found that Dave's chameleon-like admiration of poorly produced drama has affected him so much that he can, under certain lighting conditions, also resemble Frank Cannon, Kojak and Petrocelli.

TIM NORRIS

Looking at this, you'd think that AP's very own Nigel Short look-alike was carrying the weight of the world on his shoulders, and in a way, you'd be right. It's not just from sympathy with his ill-fated UK chess supremo doppleganger – Tim's never really believed in suffering for his art, but we do, so to get the correct expression of mournful angst, we balanced a settee containing the rest of the AP team on his head. How we laughed.

JONATHAN NASH

New to the pages of AMIGA POWER, but no stranger to computer games, we're pleased to welcome Mr Jonathan Nash, erstwhile editor of the sadly-departed Your Sinclair and all-round funny guy. Unfortunately, by the time we'd got around to doing pictures of freelancers, we'd started flicking through to see what was on the other channels. Anyway, this bloke looks a bit like Jonathan. Apart from the axe, obviously. Jonathan's got a spear instead.

RICHARD LONGHURST

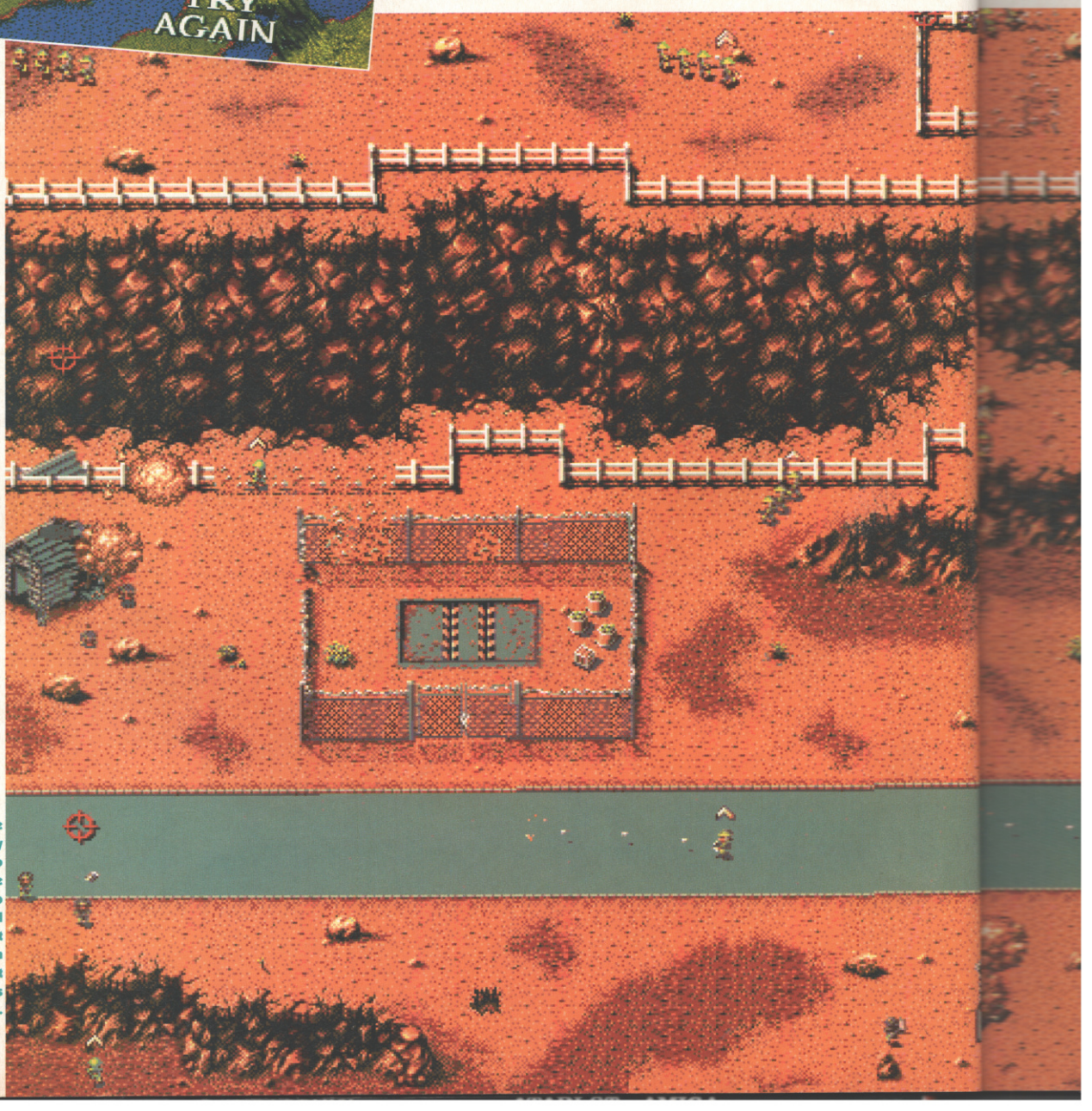
"Let me tell you what Madonna's La Isla Bonita is all about," ventured AP's only semi-professional Morrissey impersonator. Seconds later he was viciously attacked by a veritable posse of sullen computer journos, all intent on wiping that enigmatic grin from his cheeky lead-singer-of-the-Smiths-style face. That was the last photo shoot, Rich. Do try to keep up. Anyway, this month Rich has been playing *Elite 2: Frontier* and *(That's enough about Amiga games. – Ed)*

CANNON FODDER

The game of the year? War, it seems, has never been so much fun.

Publisher: Virgin
Authors: Sensible
Price: £29.99
Release: November

Okay, so we've got this game slapped across our cover, it took up an entire coverdisk last issue and we've all been enthralled by Jools' imaginative and innovative use of basic Anglo-Saxon expletives as we've begged and hassled him to write his long running Diary Of A Game feature. Quite a lot of coverage for a single game, but after spending a worryingly large amount of my time playing *Cannon Fodder*, I'd say that anything up to and including changing the name of this mag to *CANNON FODDER* POWER would be a justified amount of coverage. It's fast, it's thoughtful, it's addictive and it's the kind of game that I can see I'm going to be playing through the night like a real saddo. So why don't you join me, and



The desert missions are hellishly tricky – simply because the ground's so open. On this one you've got to get from the top left, over the bridge and then blow up the huts, but with rockets coming in from all directions, don't expect many of your boys to be home for tea.

This year, the Sensible boys won't be getting that Nobel prize.

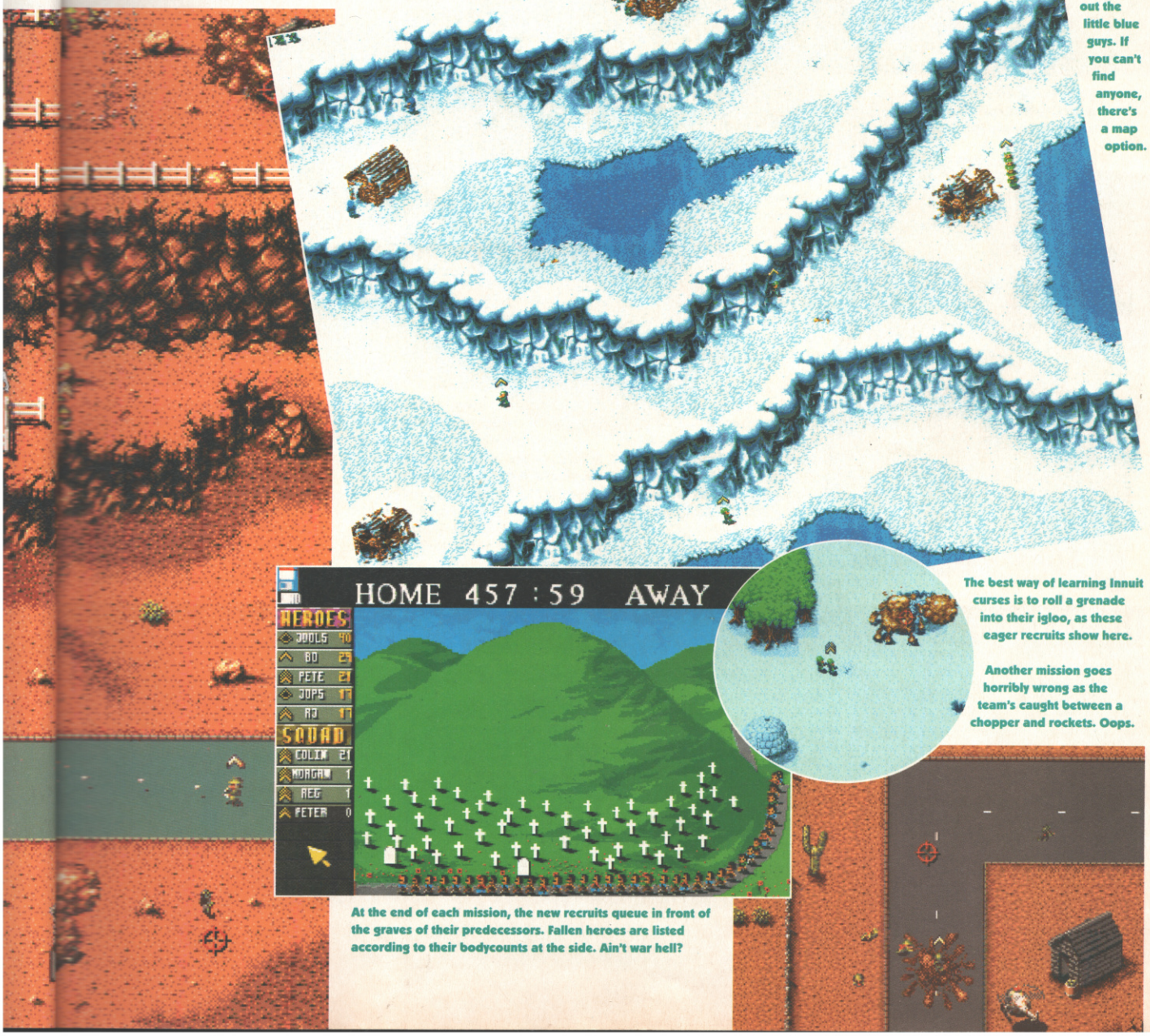
journey through the next few pages as I explain to you why playing this game is now more important to me than eating, sleeping or any other basic bodily function.

Having to write pages of reviews every month, I'm always on the lookout for something concise and snappy that'll end up in the blob on the page *(Which is the 'Call Out', technical term fans. – Ed)* but those Sensible boys have done my job for me. "War's never been so much fun," they tell me, and when you load up the game, you get a pretty groovetastic song that drums the same message home. It's about two minutes long, is reminiscent of an early UB40 track and sets the tongue-in-cheek, boot-in-mouth tone of the game brilliantly. As the song runs, you're treated to pictures taken from the pop video in which the Sensible team dress up as soldiers, run around with plastic guns and pose against a WW2 halftrack. It's all very much in the vein of Oh What A Lovely War, or perhaps the fourth series of Blackadder, and serves as a bit of an antidote to the serious theme.

So boring game details next. The game is made up of 23 missions which are spread over 72 different maps. There are five different terrains – Jungle, Desert, Arctic, Heathland and Underground Base, and although they're fairly well mixed up, there's a definite weighting towards jungle levels at the beginning and underground levels at the end. Oh yeah, the game comes on just three disks, with the last half of the missions coming on disk three. Since it recognises a second disk drive this means virtually no disk swapping while you're playing. Hoorah!

So why buy this game then? Well, for a start it's massively simple to get into. You start off the game with a squad of men, and at the end of every mission, you get a further 15 recruits, which initially seems a tad excessive. However, by the time you get to Mission Six and your boys are being slaughtered like cattle at every twist and turn, you start to realise why you get so many troops. Every time a soldier survives a mission, he's promoted, and his accuracy, range and rate of fire is increased. You get quite attached to anyone who survives more than a couple of levels, but since everyone in the game has an equally tenuous grip on life, there's inevitably a horrible moment when a rocket with his name on it comes whooshing in and he gets his. The promotion system means that you can end up with a crack team, ➔

"Oh, just go and buy the flipping thing"



Arctic geese casually fly above snow-bound carnage as you seek out the little blue guys. If you can't find anyone, there's a map option.

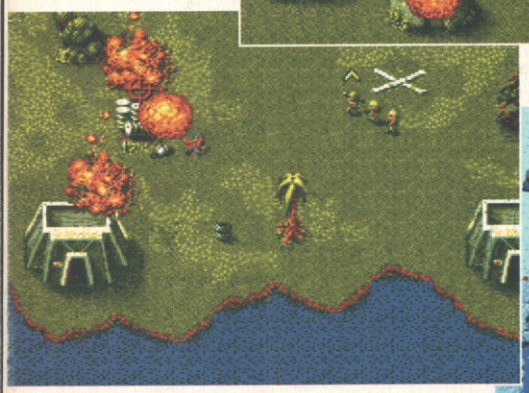
The best way of learning Innuit curses is to roll a grenade into their igloo, as these eager recruits show here.

Another mission goes horribly wrong as the team's caught between a chopper and rockets. Oops.

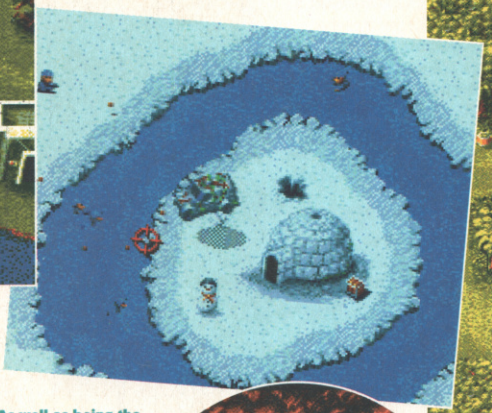
At the end of each mission, the new recruits queue in front of the graves of their predecessors. Fallen heroes are listed according to their bodycounts at the side. Ain't war hell?

For the most part ignoring historical accuracy, the game does retain the 'Hearts and Minds' tactic used by the US in Vietnam.

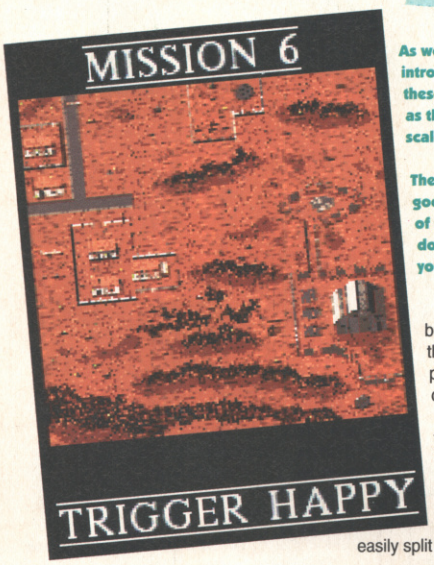
Interesting tourist notes on this level are a mortally wounded guy in the top left, and a trip wire to the right of him. On the other side of the piccy, there's a crate of grenades on that little island, which are always a good thing.



Rockets are fast, mean and accurate. Fortunately.



The cute little characters kind of give you the idea that the game's not exactly a deep military simulation. The snowman simply clinches it.



As well as being the intro to each level, these also serve as the large-scale maps.

There's a good chance of the flying door killing you. Look out.

but it also means that you get terribly paranoid and ever so careful with your men.

You control your boys with the mouse, and click on the left button to move, the right to fire and both to throw a grenade or fire a rocket, depending on what you've selected. You can easily split the band up into sub-groups, which opens up all sort of possibilities. The soldiers can't swim and shoot at the same time, so by sending them over rivers two at a time, you can provide supporting fire from the bank. You can even click a preset course for one group while you control another, which allows you to attack from two directions at the same time. Not only is this easy to work out, but it's so simple that you can do it quickly, which is essential if you want to split the team or switch to rockets when you're under fire from tanks and helicopters and all manner of nastiness. The scrolling system works so well that most of the time you're not even aware of it. To look in any direction, all you have to do is move the mouse near the edge and you push the screen, just like you'd imagine it would. If anyone made a dictionary of computer game words, then

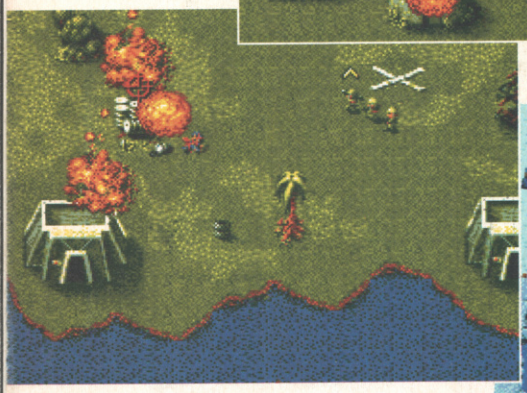
I LIKE DRIVING IN MY CAR

It's a jungle out there, as your lads head towards their groovy 4x4 turbo diesel Landcruiser. Not bad!

Left: You need the (hopefully) soft suspension of the jeep because jumping down this cliff just produces dead soldiers. Let's hope leaping down doesn't have the same effect, huh?

Right: Hoorah, it works! Now all you've got to do is drop the guy with the bazooka and blast open the concrete bunker.

For the most part ignoring historical accuracy, the game does retain the 'Hearts and Minds' tactic used by the US in Vietnam.



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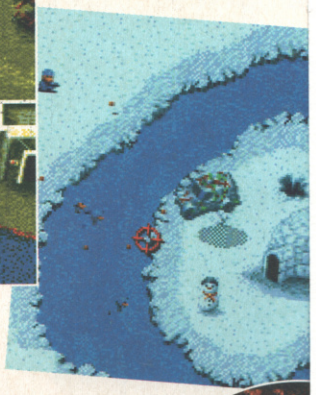

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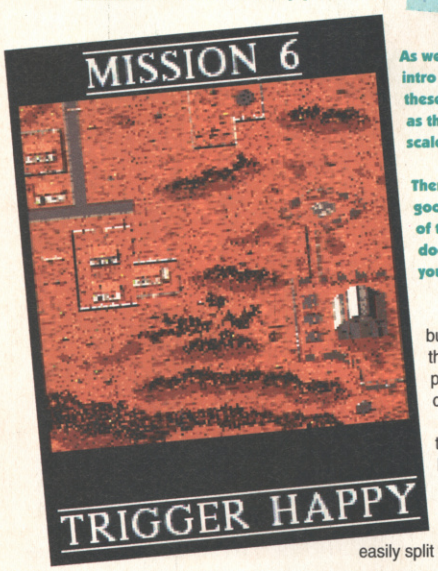

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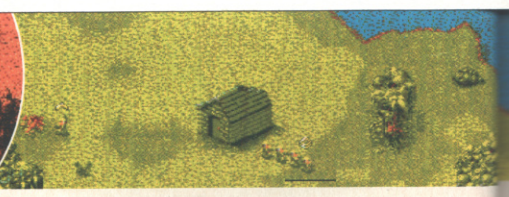

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Ahh-ahh, we fade to grey, fade to grey. I loved the '80s.

The first casualty of war is, as we all know, sheep. Apparently.

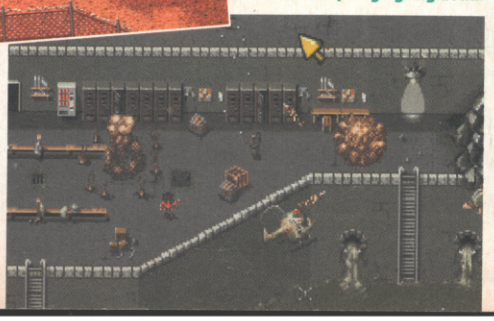
the listing for 'intuitive' would be "Just play *Cannon Fodder* and you'll know. Okay?"

Still not convinced yet? Well, the missions involve lots and lots of killing, with the occasional spot of hostage rescue thrown in before masses more killing. Strictly speaking, the missions break down to killing everyone, blowing up all the buildings, rescuing prisoners, taking hostages and protecting civilians, but it all involves killing so many people it isn't even funny anymore.

Complete carnage doesn't impress you? How about four channels of sound that completely immerse you in each world? How about authentic jungle noises with parrot squawks, or the howl of a freezing wind blowing across the broken ice floes? How about sound that reflects what you're looking at on the screen and that fades realistically with distance, making it an essential gameplay feature? What do I mean? Well, if you come out of the jungle (squawks, rustling, etc) and get to a river (running water) but hear distant rotors (whump, whump, whump), then you know there's a helicopter near, and that it's time to hide. Muted gunfire tells you that enemy soldiers can see you and are heading your way, and the flop-sweat fear of hearing a rumbling tank engine has to be experienced to be fully understood. And if that doesn't get you, then stirringly patriotic WW1 jingles as you complete each mission or a Jimi Hendrix-esque rendition of the last post as you remember your dead are sure to knock your ear-socks off.

Escaping this compound is as easy as blowing the fence down.

Things start to hot up when there's this much armour on the screen.



Underground base-tastic! Pretty much everything's going down.

Thinking that it sounds like 72 maps of pretty much the same thing? Wrong! Although you start off the game with a fairly simple run-around-and-shoot-everything approach, you quickly cotton onto the fact that this tactic only works for the first few levels, and that a bit more finesse is required for later levels. By the time you get to Mission Seven, many of the levels are puzzles in the *Lemmings* mould, and successfully completing the level depends as much on you planning ahead as it does on your reactions. How exactly do you get past the helicopter, evade the gun turrets, blow up the bunkers and then blast down the stockade wall so that a civilian can escape to his house? Well, take it from me, it's hugely difficult and involves a tank.

Yes, tanks! And skidoos and jeeps and helicopters firing heat-seeking missiles. Whatever fearsome vehicles the bad guys have got, then at some point in the game you get to drive them as well. Many of them haven't got a weapon, but that's no problem as you can just drive over people, and whenever you find a ramp, then rest assured there's lots of Dukes Of Hazzard tomfoolery to be had.

Hey, I just mentioned civilians, which are another feature to keep you guessing. There are cute little eskimos in the arctic, natives in the jungle and even moseying gunslingers in the desert, but you never know how they're going to react. Some of them are neutral and just wander around, some of them are hostile (in which case they deserve everything they get) but a lot of them are reactive, so if you kill any of them, they'll open up on you.

It's a tense moment as a native confronts the trigger-happy team.

You want more before you buy this game? Blimey, how much? Okay, how about hyper-intelligent baddies in helicopters who'll trash you in the open, but can be evaded by hiding in the treeline or holes? How about a completely interactive terrain, so your troops bounce over every bump, slide across every ice floe, fall down every cliff and even sink in the swamps? It's another incredible game feature, since you can blow down fences with grenades and destroy huts with explosives, but you've got to look out for bits of debris as they fly off in all directions. You've also got to keep a look out for suspicious lumps in the ground as many of the levels are littered with lethal booby traps of all descriptions.

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3 Even though it's brilliant, I can't believe that it's the best game that's ever going to be made, so we've got to leave a few marks for when the ultimate game finally gets round to appearing.

4 Not even real life is worth 100%. Yeah, think about it.

● *CAM WINSTANLEY*

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Everything.

DOWNERS
Nothing.

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THE BOTTOM LINE
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nember your dead are sure to knock ur ear-socks off.

Thinking that it sounds like 72 maps retty much the same thing? Wrong! hough you start off the game with a ly simple run-around-and-shoot- erything approach, you quickly cotton o the fact that this tactic only works for first few levels, and that a bit more esse is required for later levels. By the e you get to Mission Seven, ny of the levels are puzzles in *Lemmings* mould, and ccessfully completing the level pends as much on you nning ahead as it does on ur reactions. How exactly do ou get past the helicopter, evade the gun turrets, blow up the bunkers and then blast down the stockade wall so that a civilian can escape to his house? Well, take it from me, it's hugely difficult and involves a tank.

Yes, tanks! And skidoos and jeeps and helicopters firing heat-seeking missiles. Whatever fearsome vehicles the bad guys have got, then at some point in the game you get to drive them as well. Many of them haven't got a weapon, but that's no problem as you can just drive over people, and whenever you find a ramp, then rest assured there's lots of Dukes Of Hazzard tomfoolery to be had.

Hey, I just mentioned civilians, which are another feature to keep you guessing. There are cute little eskimos in the arctic, natives in the jungle and even moseying gunslingers in the desert, but you never know how they're going to react. Some of them are neutral and just wander around, some of them are hostile (in which case they deserve everything they get) but a lot of them are reactive, so if you kill any of them, they'll open up on you.

It's a tense moment as a native confronts the trigger-happy team.

You want more before you buy this game? Blimey, how much? Okay, how about hyper-intelligent baddies in helicopters who'll trash you in the open, but can be evaded by hiding in the treeline or holes? How about a completely interactive terrain, so your troops bounce over every bump, slide across every ice floe, fall down every cliff and even sink in the swamps? It's another incredible game feature, since you can blow down fences with grenades and destroy huts with explosives, but you've got to look out for bits of debris as they fly off in all directions. You've also got to keep a look out for suspicious lumps in the ground as many of the levels are littered with lethal booby traps of all descriptions.

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the listing for 'intuitive' would be "Just play *Cannon Fodder* and you'll know. Okay?"

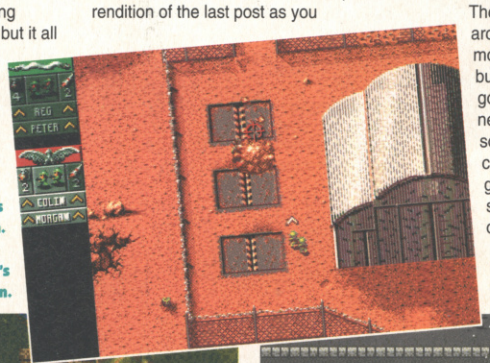
Still not convinced yet? Well, the missions involve lots and lots of killing, with the occasional spot of hostage rescue thrown in before masses more killing. Strictly speaking, the missions break down to killing everyone, blowing up all the buildings, rescuing prisoners, taking hostages and protecting civilians, but it all involves killing so many people it isn't even funny anymore.

Complete carnage doesn't impress you? How about four channels of sound that completely immerse you in each

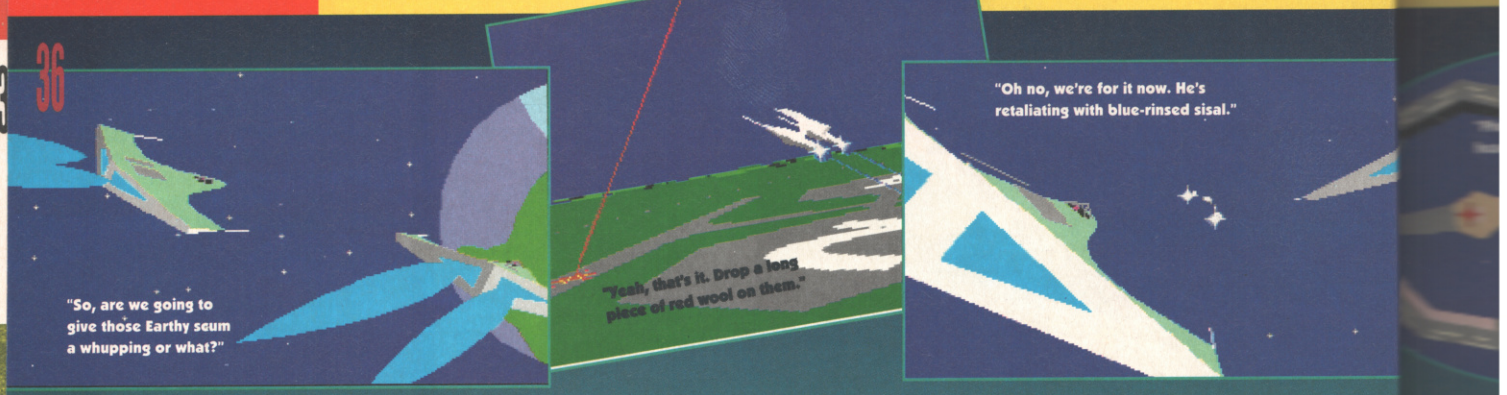
Escaping this compound is as easy as blowing the fence down.

Things start to hot up when there's this much armour on the screen.

come out of the jungle (squawks, rustling, etc) and get to a river (running water) but hear distant rotors (whump, whump, whump), then you know there's a helicopter near, and that it's time to hide. Muted gunfire tells you that enemy soldiers can see you and are heading your way, and the flop-sweat fear of hearing a rumbling tank engine has to be experienced to be fully understood. And if that doesn't get you, then stirringly patriotic WW1 jingles as you complete each mission or a Jimi Hendrix-esque rendition of the last post as you



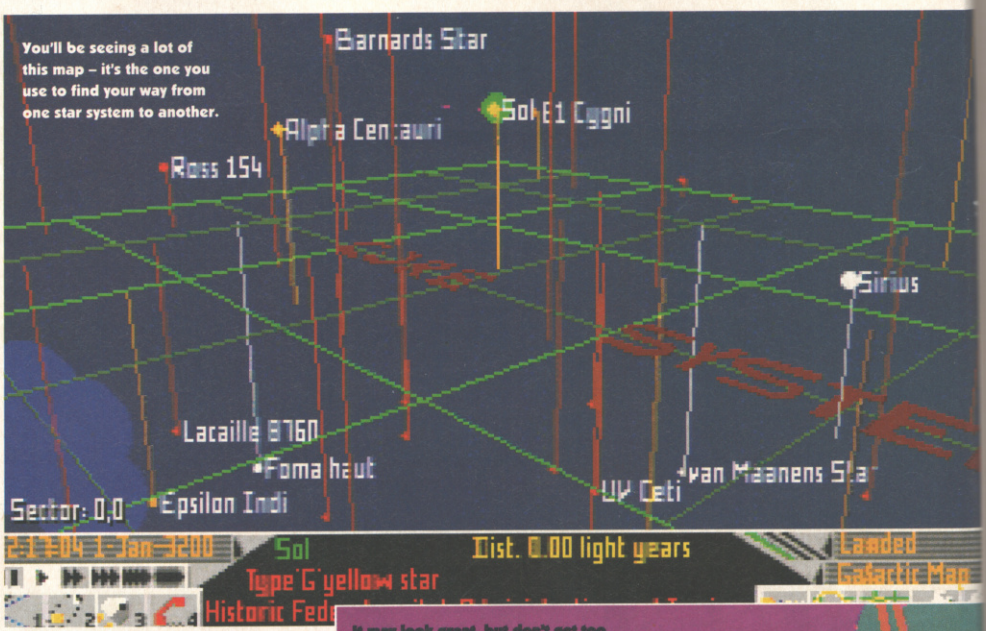
Underground base-tastic! Pretty much everything's going down.



FRONT

You know, they said that *Elite* was pretty fronty. But *Elite 2* – is *Frontier!*

Game: Frontier: Elite 2
Publisher: Gametek
Price: £34.99
Author: David Braben
Release: Out now



Think of your grandparents and you think of grey hair, afternoon tea, false teeth, deaf aids and your grandma's slightly prickly face when you kiss her goodnight. You probably find it quite hard to think of them as young, vigorous, and, erm – how can I put this? – romantically active. Go on, mull it over for a bit. For all you know, your grandfather might have been the latter-day equivalent of Adam Clayton, taking part in three-in-a-bed pyjama parties with all the cutest pre-war babes. Though this was obviously before he met your grandmother and settled down to raise those fine, upstanding and decent folk, your parents.

Hey, hang on a minute, don't turn away now, you've got to face up to it – because that's the background to your character in Frontier. Your grandfather, Commander Peter Jameson (the main man in *Elite),* was not only a top space hero, he was an insatiable sex stallion. He charmed his way around the galaxy, sowing his wild oats in every seedy spaceport, shanty town and massage parlour from Ayargre to Zelada. You, as one of his thousands of surviving progeny, have inherited a small part of his fortune, namely an Eagle long-range fighter and 100 credits.

However flippant the notion that your grandfather has spawned thousands of space cadets throughout the galaxy, it unintentionally provides a clue as to what could be one of *Frontier's* best features. It retrospectively reflects the notion that actions have consequences, that you can't operate in a vacuum and ignore what effect you have on your surroundings. Frontier could be one of the bravest games in that it's one of the few titles that devotes any attention in trying to tackle this cause-and-effect concept on a grand scale.

"You can't operate in a vacuum"

In nearly all RPGs and adventures you can do pretty much whatever you want, without fear of reproach or recrimination. You can wander around killing people and nicking stuff

without fearing the consequences. *Legends Of Valour* was one of the few games to incorporate a penal system to punish your misdemeanours, and *Frontier* has one too. But David Braben has taken the concept a step further – not only are bad deeds such as dumping radioactive waste or firing a laser in a restricted zone noted, your successes are also recorded.

BLAND AMBITION?

There's no single objective in the game, you can set your own target, for example to get the biggest ship, to get the highest 'Elite' rating, or to climb to the top of the Federation or Empire rankings, but your actions are also reflected in other, subtler ways. People who you've assassinated are likely to have friends who will want revenge, the Federation won't want Empire pilots to fly missions for it, passengers won't sit around in your cabins for weeks on end waiting to get to their destination, and the police always know who you are and what you owe them.

This aspect of the game is far more interesting and involving than the anally retentive accurate mapping of more than 100,000,000,000 stars. The creation of a real, believable and exciting gameworld does not lie in the lengthy mind-numbing number-crunching process of taking the whole galaxy and fitting it accurately and neatly in a one meg Amiga. Sure, it's an admirable achievement, but it's also rather a pointless and meaningless one, and here's why.

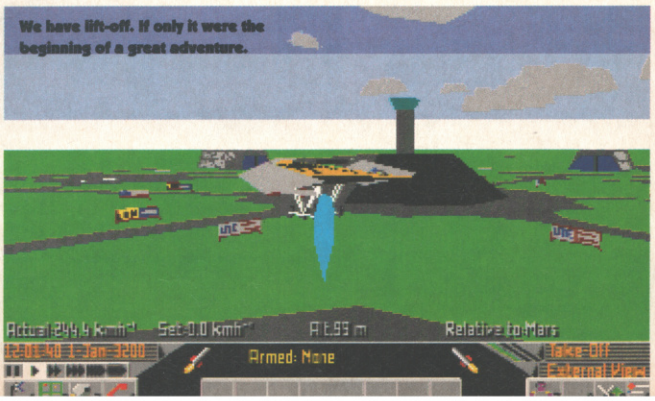
Say you're living with Stuart and Mark in Bath, and you've got a bit of time on your hands so you want a bit of work. Mark asks you to take a top secret package to Birmingham and he'll pay you £25. You know roughly how far away Brum is, so you can work out how much hassle it's going to be, how much it's going to cost and whether the trip's worth making at all.

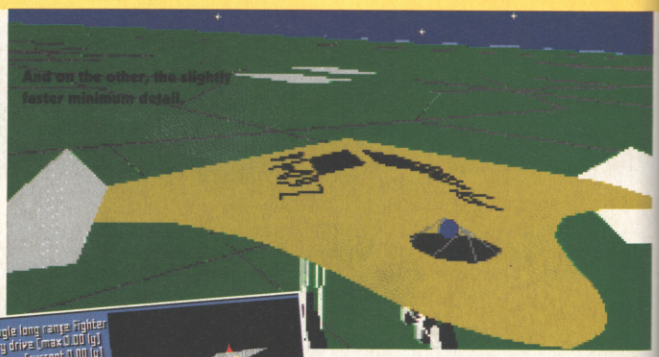
Stuart then pops up and offers you £50 to take a package to Edinburgh. Likewise, you immediately know how far away it is, how much it'll cost you and whether you can make any money on the deal. You can even work out which is the better trip to make, and as a result your life is enriched by being able to make a sensible and informed strategic decision and knowing that you're on to a good earner.

Now, say you're playing *Frontier* with its 100,000,000,000 accurately mapped planets, and are living on Mars with Stuart and Mark (which is not as far-fetched as it sounds). Stuart's got 340 credits for you if you take a package to a planet in the Formalhaut system, while Mark's got 300 credits if you take a trip to Alpha Centauri. Such huge distances are not only so huge and unfamiliar as to be almost incomprehensible in themselves, but when you try to compare one incomprehensible distance with another, you're bound to be wasting your time.

You know that Edinburgh's further away from Bath than Birmingham, you can relate to the distances and you can estimate how much you should get paid. Unless you're an avid astronomer, there's no way you can know whether ➔

On the external view, you can zoom in for a really exciting close-up of your craft. Then you can spin round it and zoom out. Anyone who wastes time in this way should be shot.

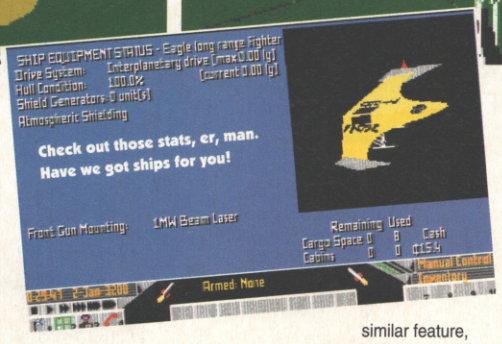




Formalhaut or Alpha Centauri is closer to Mars, there's no way you can relate to the distances, so there's no way you can decide (a) how much you should get paid for either trip, or (b) which of the two trips offers the best deal. This means that when you're choosing missions in *Frontier*, you're often taking totally meaningless decisions. As you might imagine, this is a real shame and a total bummer as far as gameplay and strategy is concerned.

START TREKKING – ACROSS THE UNIVERSE

Some sad deluded fellows might be foaming at the mouth at the prospect of being able to fly across the galaxy from one planet to another to see a moon rise above Saturn, or being able to cruise right down on to a heavenly body to visit a favourite city. But such interplanetary travel is also rather pointless. Imagine your disappointment after trekking across the galaxy to find that Saturn isn't an incredibly spectacular sight, rather a circular series of plain polygons with a few blobs of surface colour. Or arriving at your chosen city to discover that even on medium detail its presence slows the screen update to a painfully slow rate. There's even more disappointment in store when you realise that all you can do is fly over the cities – you can't actually blow anything up. Shame. Still, if you're into looking at jerky but reasonably detailed 3D filled-polygon graphics, you could do a lot worse than this.



As if this wasn't enough, you never get a feeling for the magnitude of the distances involved in inter-planetary travel because you can accelerate the game time. It's a common feature in flight sims, which usually enable you to accelerate time by a factor of two, four or eight to reduce the real time you spend flying from waypoint to waypoint. *Frontier* has a similar feature, enabling you to accelerate time by factors of 10, 100, 1,000 or 10,000, so every tedious uneventful journey takes roughly the same amount of real time. It all boils down to take off, select your approximate system destination, jump into hyperspace, select your precise planetary destination, switch to autopilot, accelerate time and wait. We are talking Dullsville, Missouri.

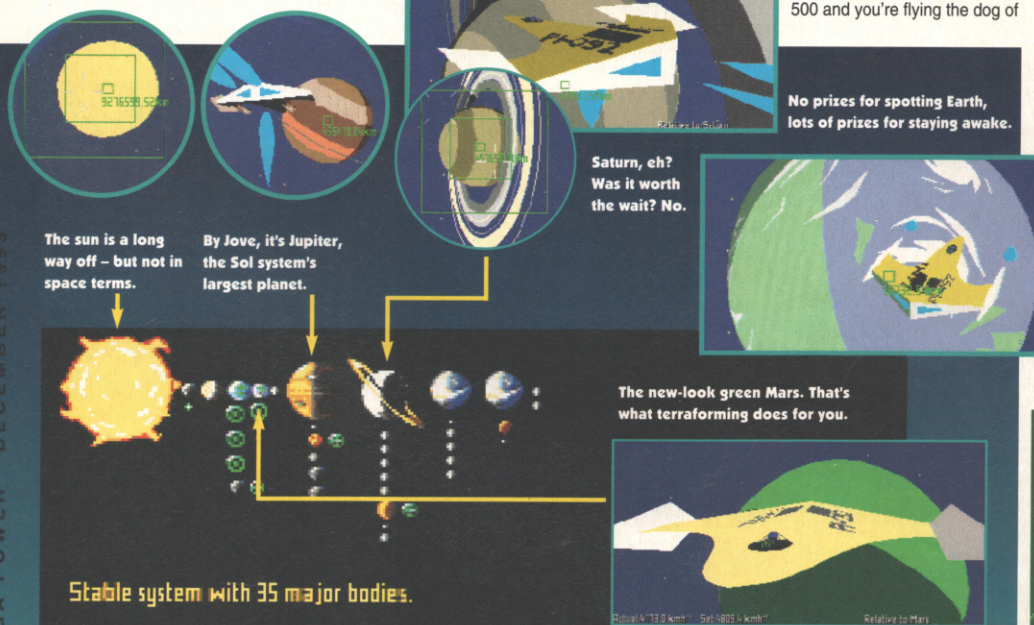
If you have the misfortune to be waylaid by pirates or other marauding blood-thirsty fiends, you're in for a spot of 3D space combat. This can be a lot of fun if you've got an A1200 and you're in a real mutha of ship that's bristling with lasers, turrets and missiles. But when you've got a 500 and you're flying the dog of a ship that you start off with, combat is remarkably unexciting – you can barely catch a glimpse of your opponent before it scoots off the screen. The manual tells you to run away if possible, which is sound advice, even if it is an incredibly soporific tactic – if you want a 3D blast fest and you've got an A1200, go for *Wing Commander* every time.

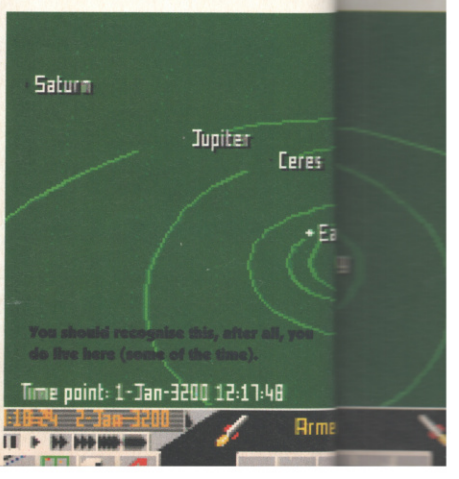
The excitement in a computer game comes from character interaction, action-packed fights and good-looking locations, not being able to fly from Jupiter to Earth, with the journey taking exactly the right amount of time. The gameplay should be all about the cut and thrust of intergalactic living, wheeling and dealing in the space lanes of life. *Frontier* gives you lots of that, but it's hidden behind all the astronomical nonsense. The precise positioning of the planets should be a subsidiary factor, not an over-bearing, burdensome weight that you're reminded of every time you want to take a shipload of secret plans from Uszaa to Ioinack, while avoiding the geezer in the Kestrel airfighter who wants to avenge the murder of his transvestite lover. OK, so maybe I made up the last bit, but you get the point.

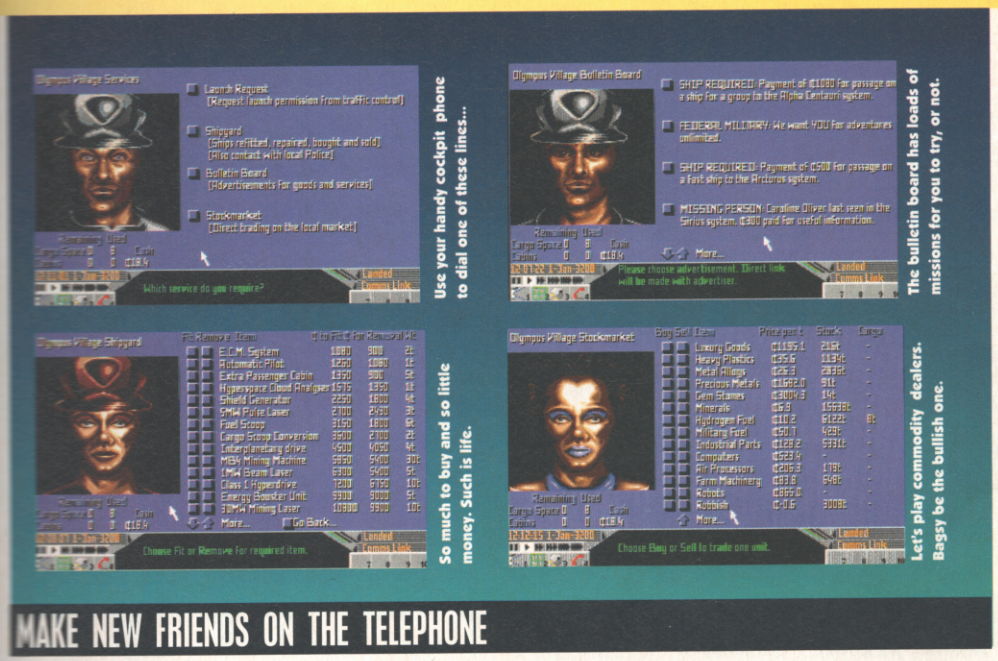
SECRET LIVES OF THE STARS

Frontier could make you scared to want to fly your ship at night because the boys you insulted down the pub might be waiting round the corner to beat you up. Instead, it makes you terrified of taking off because the navigation system's so clumsy, the planets are so far apart and flying simply isn't very exciting.

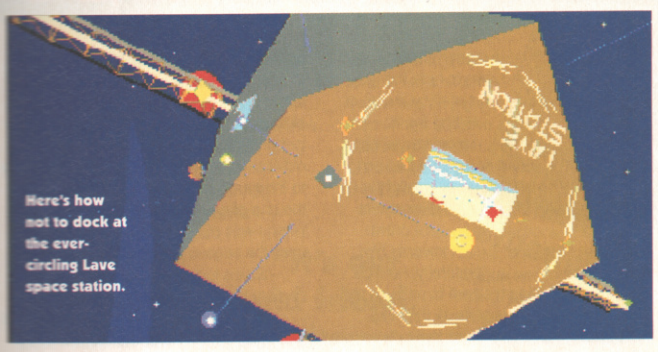
Let's look at it another way. If you had to sell the sequel to one of the biggest-selling and best games of the 1980s, and you were convinced that it was the absolute business, you'd probably be bursting with

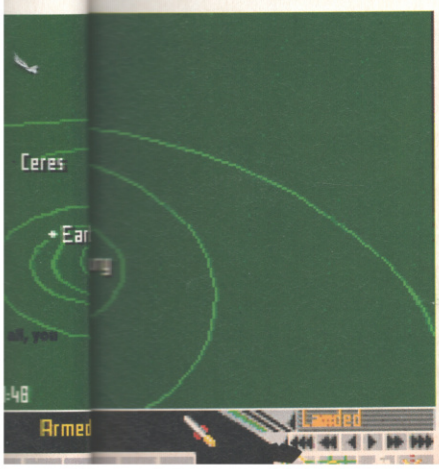


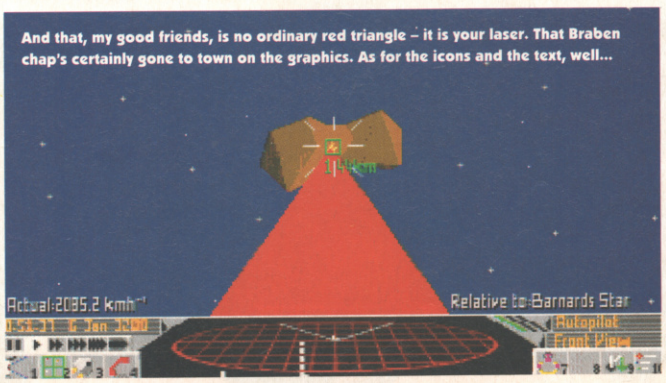




MAKE NEW FRIENDS ON THE TELEPHONE







scrabbling around for things to say about what's supposed to be the ultimate space game, then you begin to get a sneaking suspicion that even they think it's gone well past its play-by date.

Frontier's by no means a disaster – it can be very engrossing and absorbing (you should see the amount of red wine it mopped up off my lounge carpet) – but equally it's not the revolutionary *wundergame* that most of us were either hoping or expecting for. The fun's not instant, it's not even a slow bake for couple of hours on gas mark six, it's make the Christmas pudding in October and leave it in the fridge for a couple of months before you even think about taking it anywhere near the oven (if you catch my drift). Even though there's eventually plenty of entertainment value for your £34.99, you have to play long and hard before you see any worthwhile results.

Whether it's David Braben's obsession with astronomy, the tedious navigation system or the slow and unspectacular polygon graphics, you can't help thinking that life's too short, that there must better games to play than this. Yes, we all sigh in a resigned manner, it's a marvellous technical achievement to cram the entire galaxy on to a couple of disks.

Yes, these might be some of the best 3D environments we've ever seen on the Amiga. Yes, there's limitless gameplay time, but even so, it has to be said that *Frontier's* just not very much fun. Remember that word? Fun, it had something to do with playing games and enjoying yourself...

● *RICH LONGHURST*

"It's hidden behind all the astronomical nonsense"

exciting things to say. The marketing hypesters at Gametek must have been frothing up in their silk boxer shorts at the prospect of flogging *Frontier* to an *Elite*-loving public, so here's a digest of what they had to say about the most exciting game of the '90s.

Cue drum roll and announcer with pompous voice. "The four main features as outlined on the back of *Frontier's* box, in Gametek's order.

1. An intro sequence.
2. Some music.
3. 100,000,000,000 planets generated in accordance with current theories of planet formation.
4. Fly 82 basic missions or don't play the missions at all."

Exciting stuff, we think you'll agree. To be fair (are we ever anything but?) there is some other stuff about *Frontier* being the sequel to *Elite*, and it being very big, and it being in the same style as *Elite*, oh yes, and it being big. Between you, me, the AMIGA POWER crew and 55,000 other AP readers, I reckon this reflects the fact that Gametek has a deep-rooted insecurity that *Frontier's* not quite as impressive as it should have been. Size certainly isn't everything. If they were

UPPERS Loads of missions, characters, trading, exploring, mining and fighting. Huge gameworld in which you have free rein to do whatever you want.

DOWNERS ...But in practice that's not as much fun as it sounds. It's slow at the start, and size definitely isn't everything. The flying around and the combat parts aren't nearly as exciting as they should be.

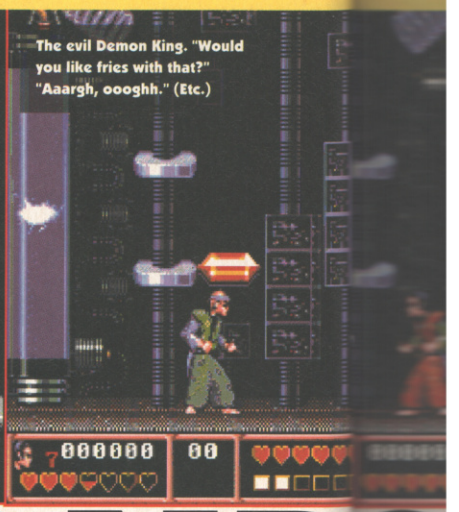
THE BOTTOM LINE
Plenty of strategy and character detail to make it a good game, but so much baggage that's either disappointing (the 3D), pointless (the 100,000,000,000 planets) or tedious (the navigation and combat).

65 PERCENT

THE BOTTOM LINE
A1200
Largely the same criticisms, but it's much smoother and faster. The detailed planets are almost worthwhile and the combat bits are actually playable.

75 PERCENT

Game: Second Samurai
Publisher: Psygnosis
Authors: Vivid Image
Price: £29.99
Release: Out now



SECONDS

Samurai or ninja? It's hard to tell with these 'modern' haircuts.

One thing that has plagued the computer industry since its inception is petty machine rivalry. The early days saw the world gripped by pointless and depressing arguments along the lines of "My X is better than your Y," where X and Y were variables dictated by current computer trends. It's a little-known fact that the major computer manufacturers got together in 1986 in order to bring an end to the so-called Tedious Put-Down Wars. Sadly, the talks fell apart when Clive Sinclair proposed that while, yes, every computer had its classic games and hence none could be regarded as actually being worse than any other, you really had to admit that those on the Speccy were, in a non-tedious put-downish way, far superior to those on all other formats. The representative from Commodore argued "Yeah, baldy? Come over here and say that," and things got unsalvageably out of hand when Alan Sugar started putting the boot in. *(Allegedly. – Ed)*

Things have been pretty much the same ever since, and the whole thing's been given a ghastly new lease of life with the relatively recent popularity of consoles. Hopefully AMIGA POWER readers are far too mature to engage in such feeble drivel and will not, for example, guffaw disdainfully at anybody who happens to own a SNES when I reveal that the long-awaited SNES conversion of the excellent Amiga platformer *First Samurai* was absolute crap.

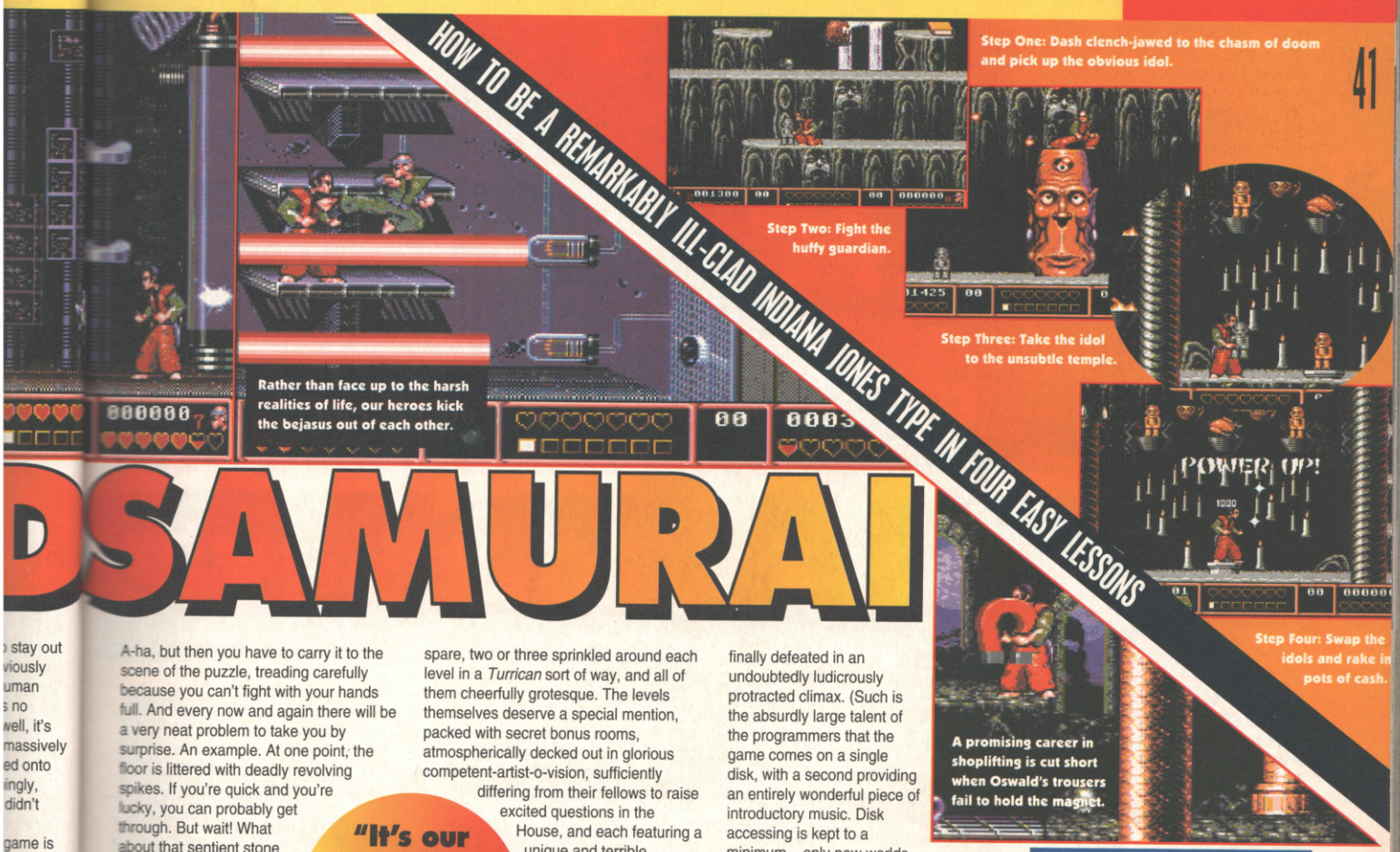
Second Samurai, the polite-ripple-of-applausingly-named sequel, treads much the same path as the original. Yon Demon King is again legging it through the time lanes with you in hot pursuit and again the soundtrack is replete with groovy orchestral samples and feudal Japanesey groans and yells, including everyone's favourite, 'Oh no! My sword!'. The big difference this time round is that Vivid Image have cleverly exploited the dual meaning of the title and introduced a second samurai: it's our old friend Simultaneous Two-Player Game once more. So, naturally, *Second Samurai* is at least twice as good as the original. Or is it? Hmmm?

Well, actually, no it isn't. The best two-player games are based on conflict, with the two of you locked in mortal combat over the racing track or the fighting ring or whatever. Even with the archetypal co-operative two-player game – *Gauntlet 2* – there was an element of landing your friend in it by nipping round a corner and leaving him to face the opposition alone, or letting the 'it' monster get him then screaming with laughter as the monsters were drawn towards him. (Naturally, he'd be doing his best to pass on the 'it' curse to you while all this was happening.) Due to the nature of *Second Samurai* – big graphics, platform gameplay – the only real sense of interpersonal conflict comes when you both rush for the bonus weapons.

You can't split up, you can't trick the other player into wandering into an ambush (because the monsters will go for you as well) and even the sword-conserving magic force from the first game is a shared commodity. There is an option whereby your blows hurt the other player, but this is far more frustrating than fun as you end up getting in a terrible mess trying to stay out of each other's way. I dunno. Obviously the two-player mode adds that 'human element' to the game, and there's no denying it's a bit of a laugh, but, well, it's old-fashioned. Instead of adding massively to the gameplay, it just feels tacked onto the one-player game. Most damningly, when I was playing on my own, I didn't miss the second player at all.

So it's lucky the one-player game is so darn funky then, isn't it? Yes.

One of the criticisms you could aim at dear old *First Samurai* without fear of being trampled underfoot by its legions of fans was that the puzzles were terrible. You came to an apparently impassable bit, you rang a handy magic bell and some wizened old bloke appeared and solved the thing for you. At least in the sequel you get to work it out for yourself, which typically involves thinking about the mechanics of the puzzle for one-sixth of a second and then walking back three screens to pick up that funny object you saw lying around in a suspicious fashion.



DSAMURAI

A-ha, but then you have to carry it to the scene of the puzzle, treading carefully because you can't fight with your hands full. And every now and again there will be a very neat problem to take you by surprise. An example. At one point, the floor is littered with deadly revolving spikes. If you're quick and you're lucky, you can probably get through. But wait! What about that sentient stone block (don't ask) guarding that prize in the screen above? Jump up, kick away that up-to-now inexplicably collapsible floor, and before you can say butter the block has crushed the spikes into the ground. Hurrah.

The basic platform gameplay has been wisely left alone. Lashings of punching and kicking cruelly-spiked minions, then getting hold of your famous sword and having a go with that as well. And bosses? This game has bosses to spare, two or three sprinkled around each level in a *Turrican* sort of way, and all of them cheerfully grotesque. The levels themselves deserve a special mention, packed with secret bonus rooms, atmospherically decked out in glorious competent-artist-o-vision, sufficiently differing from their fellows to raise excited questions in the House, and each featuring a unique and terrible deathtrap, from leaping fireballs to razor-edged mechanical crushers. Ah, it fair does you good to get away from jumping on cute nasties' heads in order to knock them off pleasantly rural landscapes.

"It's our old friend, Simultaneous Two-Player Game"

The difficulty curve is also pitched just right. You find yourself really wanting to see the next level, you'll get that vitally important bit further each time, and the size of the game (three worlds of four huge levels) guarantees a fair bit of playing time before the Demon King is finally defeated in an undoubtedly ludicrously protracted climax. (Such is the absurdly large talent of the programmers that the game comes on a single disk, with a second providing an entirely wonderful piece of introductory music. Disk accessing is kept to a minimum – only new worlds, not levels, need be loaded – and overall the game does as much as possible to keep you enfolded in its atmospheric embrace. What a delicious change.)

Oh, look, I'll put it to you straight. *Second Samurai* is a brilliantly programmed, terrifically playable, spectacularly addictive, graphically excellent and sonically boffo game with a hugely average two-player mode. I can't wait for *Third Samurai*, where no doubt we'll discover the Demon King managed to escape into another dimension or had a twin brother called Bernard or something.

● *JONATHAN NASH*

UPPERS Improvements all round on the original game, which means a platform game of gigantic loveliness. It's big, it's playable, each of the twelve levels brings new features, the difficulty curve is spot on, there are loads of bosses, loads of secret rooms, no annoying disk hassles and you've got a sword.

DOWNERS The simultaneous two-player mode is disappointingly lacklustre, and you could argue that the whole thing's just another platform game. (But let me tell you, you won't find another platformer more polished than this.)

THE BOTTOM LINE

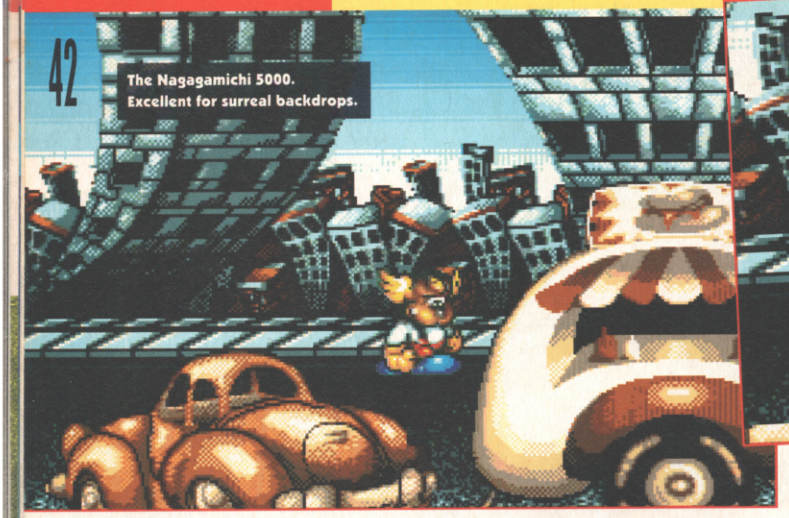
Raf Cecco and co do it again. Those improvements I mentioned over the original aren't all that major, but they're more like refinements to an already impressively-tiered cake. Er. It just goes to show that there's life in the platform game yet, damn its eyes.

90 PERCENT

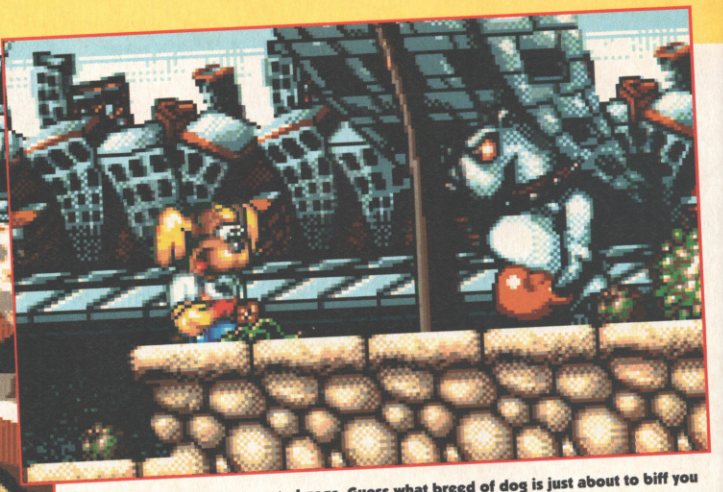
THE BOTTOM LINE

A1200

Second Samurai is just as stupendously fab when it's running on the A1200 but, strangely, no more so. Still, eh?



The Nagagamichi 5000. Excellent for surreal backdrops.



Smart snappy little converted gags. Guess what breed of dog is just about to biff you with its big *boxing* glove? Oops, nearly gave the game away there.

WONDER

Game: Wonder Dog
Publisher: Core Design
Author: Dan Scott
Price: £25.99
Release: Out now

It might sound like a new brand of pet food, but does Core's new platformer live up to its Mega CD pedigree?

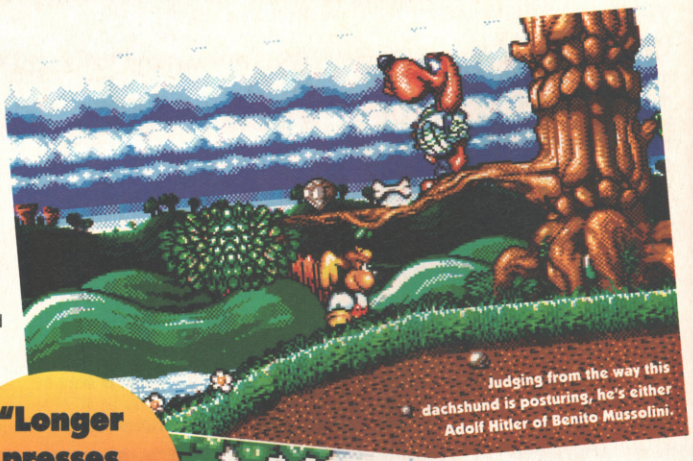
Conversions, eh? Doncha just love 'em? Don't you just love it when you get a nice shiny new game and someone swans in and says "Oh yes, well of course I saw this done six years ago on the Nagagamichi 5000... the graphics haven't converted very well... oh dear, the gameplay's shot to pieces... no, you should have seen it on the Naga – it was BRILLIANT."

Of course it's at this point when your patience generally snaps and you roundly berate your so-called friend for being (a) such a tedious git as to know where the game originated, (b) such an elitist git for thinking the original was better than your version (probably simply *because* it was the original rather than for any properly thought-out reason) and (c) such an annoyingly thoughtless git as to tell you.

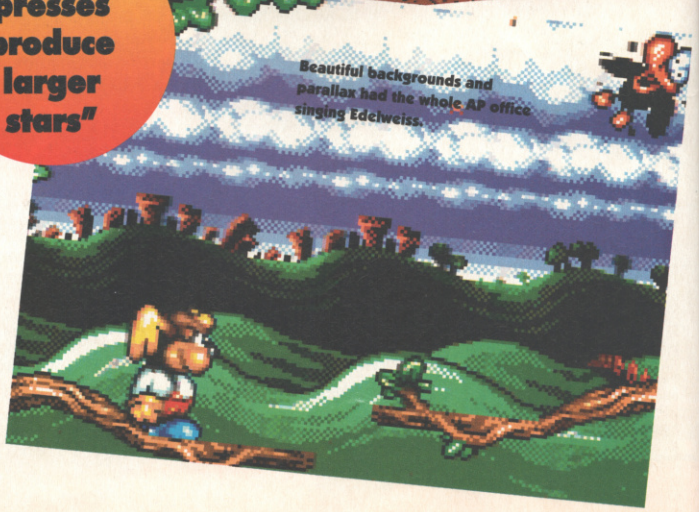
Wonder Dog is a conversion from the Mega CD where it looked just lovely, thank you very much. It wasn't in any way exceptional to play, but it did look extremely nice. But you don't care about that, really, do you? You could have lived your whole life without ever having learned that *Wonder Dog* was a conversion from the Mega CD. Core would be unhappy, though, because they're very pleased with the way it's turned out.

So, then, what do you really want to know? You probably want to know how to become an inordinately rich, successful and happy person. You probably want to know how to meet and win the partner of your dreams. You probably want to know... *(We want to know when you're going to get on with it. – Ed)*

This here is a platform game. In the manner of platform games, it has a multitude of platforms spread throughout numerous worlds. You get to visit a lovely wooded world, some sort of alien world, a junk yard and loads of other places besides, as well as a number of 'bone-us' levels (no, really). You play the part of a dog with a silly hat on (always a jolly good start) who throws stars (well, he would, wouldn't he?) and has to, er, well, er, get to the end of the game, really. It's fun. Sort of.



Judging from the way this dachshund is posturing, he's either Adolf Hitler or Benito Mussolini.



Beautiful backgrounds and parallax had the whole AP office singing Edelweiss.

"Longer presses produce larger stars"

HOT CROSS BUNNIES

You start out on a lovely sunny sylvan world being bothered by bunnies. The bunnies don't seem to be actively trying to give you a hard time, but they do get a little tetchy if you muck them about, so it pays to leave them alone. Dealing with nasty things is chiefly by means of magic stars. Or something like that.

I'm not usually much of a one for reading instructions, to be honest, but in this case it wasn't much of a problem because I didn't have any. Even without them I managed to work out the star business

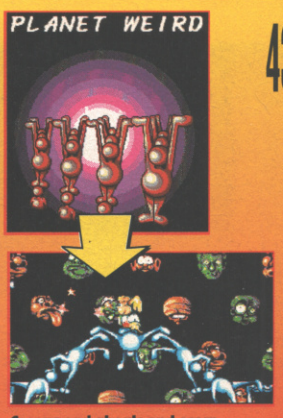
IT'S A DOG'S LIFE

Run along until you've been fed-oh. There's no more food on Bunny Hop Meadow.

Smooth well-executed graphics and a lovely little puppy dog. The kids will just love it.

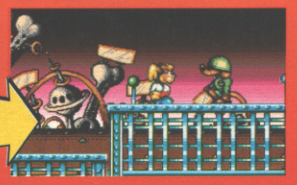
Hey hey hey hey. Wonder Dog has just made it into the abandoned set of Top Cat.

Well alreet, well alroot, well alright. You're on the right side, you alligator you.

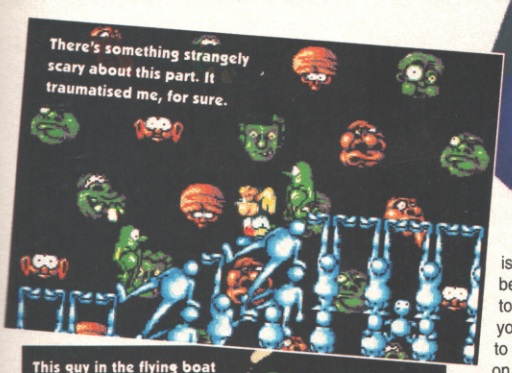


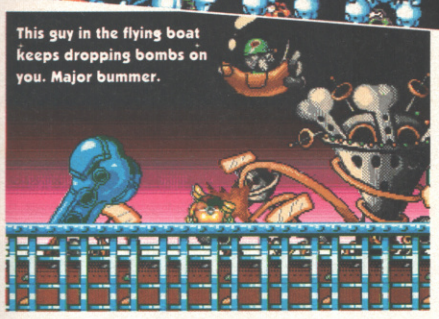
Creeps and ghouls and scary things, enough to give you a fright. Yeuch.

DOG



Dogs wearing helmets and dressing up as soldiers. Not something that you see every day. On Earth.





(trust me, I'm a professional). A short press on the fire button releases a little star or two more or less horizontally from your dog. Longer presses produce somewhat larger stars which fly up in an entertaining manner and can be used to inflict fatal damage upon flying saucers. If you should happen to encounter any. And you do on the outer space level bit.

I HATE 'UP TO JUMP'

The problem with the modern computer game is that the programming has all tended to get a bit on the slick side. The result is that the controls have become very sensitive and the consequence of that is that they've actually become a little difficult to control. In days of yore, you used to have to heave long and hard on the joystick (oo-er) to make the game character move even slightly. Now, the merest accidental tap on the official AP Bug seems to send Wonder Dog skittering about all over the place. There was one jump, for instance, that took absolutely ages to get right and nearly made me give the whole thing up as a bad job. (Oh, and Up to jump doesn't help and is the world's stupidest idea. By the way. If you want my opinion.) So, anyway, it's much too controllable, sometimes to the point where you can't actually control it. But perhaps that can be considered to be part of the challenge.

It sounds great, though. There's music and effects and... ooh, loads of aural treats. And the graphics are smooth and well-executed too. There is, strangely for a Core game, only scant humour. The bunnies in the first level are amusing, I guess, and some stuff later on has its moments (like bouncing on old sofas in the junk yard to reach the higher bits), but it doesn't really seem to sparkle quite as it should. That's not to say that it isn't pleasing, merely that it's not exceptionally pleasing.

"But what, oh reviewing-type person, is it like to play?" you would almost certainly be saying right now if only you were here with me. (Actually, I rather think you'd probably be nagging me for some of my coffee and trying to scrounge a bit of the chocolate I'm about to eat. You'd get short shrift, though – this is my breakfast.) I'm sorry, where was I? Oh yes, what's it like to play?

What do you expect it to be like? Search deep into that part of your brain labelled 'Computer Games And What They're Like'. Root through the dusty files. Laugh at the scribbled-out notes you originally made on the 'Film Licence' file which said they'd probably be really exciting and innovative. Ignore 'Shoot-'Em-Ups' – that means you've gone too far – and eventually you'll light upon the file marked 'Platform Games'. What does it say? Mine says something like: "Characters move through a left-to-right scrolling world. Occasionally they get the chance to jump onto platforms (hence the name of the genre). There are obstacles and baddies. These can usually be destroyed by shooting at them (if the character is armed in any way) or by bouncing on their heads. Main characters can be cute and cuddly or vicious and hard (see also Film Licences)." If that's what you think platform games are like then you already know what *Wonder Dog's* all about.

It certainly doesn't dismay, it more sort of disappoints. I loved Core's recent classic, *Chuck Rock 2*, and I was expecting something more from *Wonder Dog*, to be honest. It's a great conversion from the Mega-CD, that's for sure, but that's really more of a technical achievement than a 'creating a great game' achievement.

No, sadly, it's little more than standard platform stuff, and with so many other platformers out there competing for our attention, it's going to be hard pushed to make much of an impact. And *Wonder Dog* isn't even particularly cute.

● *TIM NORRIS*

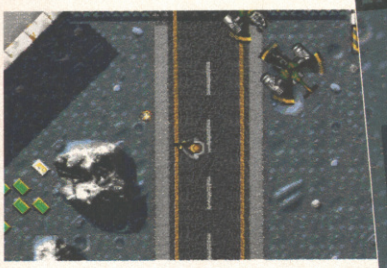
UPPERS An excellent conversion of a Mega CD game. It's competently put together and does pretty much everything you'd expect a well made platform game to do.

DOWNERS Unfortunately, there's nothing really new in there and it doesn't really do anything you wouldn't expect a well made platform game to do.

THE BOTTOM LINE
It's not really going to set the world on fire but, to be fair, it is a moderately amusing diversion for a couple of hours. Just not very much more than that, that's all.

73 PERCENT

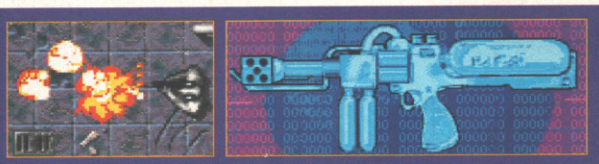
THE BOTTOM LINE
A1200
Exactly and absolutely the same, right down to the annoying detail of not seeming to recognise a second disk drive. What a drag.



Take a look at this. It's possibly the worst first level of a game that you're ever likely to see.

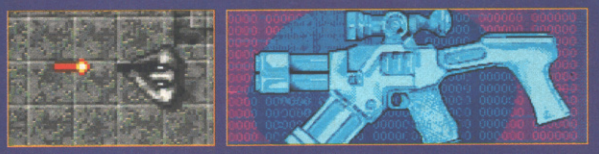
ALIEN BR

First there was Alien. Then there was a Breed of it. Then there was a '92 of that. Etc.



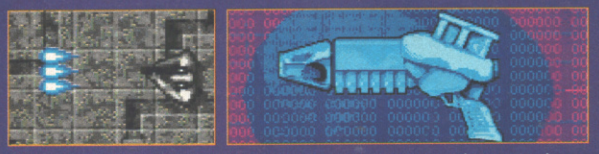
With a fiery roar, this little cutie jets out burning stuff all over the place.

The grenade launcher's pretty powerful, but it's got a stupid sound effect.

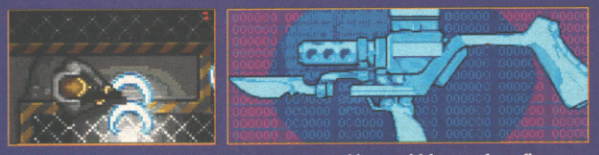


This is the homing missile gun. It's mean and it conveniently fires round corners.

It might look chunky, but the machine gun's a bit crap compared to the others.



Ideal for cowards and crap shots is this three-way blaster. You just can't miss.



Firing electric blue frisbees that bounce around is an odd feature for a firearm.

LET'S JUST NUKE THE SITE FROM ORBIT

Publisher: Team 17
Authors: Andreas Tadic, Rico Holmes, Allister Brimble, Martyn Brown
Price: £29.99
Release: Out now

The camera sweeps across a line of young men and aliens, their blue beaks jutting out. They've all got shaven heads and are standing uncomfortably in their new starched combat fatigues.

RECRUIT JOKER (VOICEOVER): Paris Island marine training base. Home of the phoney tough and the crazy brave.

TITLE: FULL URANIUM JACKET

Gunnery Sergeant Hurtmann walks on, pausing only to savagely smash one of the recruits in the face to add gravity to his forthcoming statements.

HURTMANN: Alright you WORMS! I'm here to turn you lot into space marines. As you stand here in the uniform of my beloved corps, you may think you are marines, but think again. You are worms: no, you are dirt-encrusted bubblegum on the sneakers of worms. You are filth. You are matted crud. Do I make myself clear?

RECRUITS (QUIETLY): Errm, yes Sir.

HURTMANN: What the hell was that? Sound off like you've got a pair!

RECRUITS: SIR! YES SIR!

HURTMANN: You boy! You're walking down a deserted colony corridor and a slimy disease-ridden alien lurches towards you. What the HELL DO YOU DO, BOY?

RECRUIT PYLE: Sir! The recruit would engage said hostile alien in hand-to-hand combat techniques, Sir!

HURTMANN: Hand-to-hand combat? What is this, the stone age? There's only one place for scum like you who think that wandering around mazes and picking things up should be accompanied by HTH combat. Report for *Gauntlet* duties now. You boy, answer the question!

RECRUIT JOKER: Sir! The recruit would take his laser rifle and smear that weirdo alien butt all over the walls with extreme prejudice, Sir!

HURTMANN: And the recruit would be right. Okay maggots, follow Joker's example and I'll make men of you yet!

CUT TO: *Montage sequence of training. We view the recruits from above as they work their way through mock-ups of colony bases. Occasionally, stern-faced marine instructors dressed as aliens leap from air vents and clobber the recruits while they scour the rooms for credits, extra ammunition and keys.*

At the same time, we see the loser, recruit Pyle, in the Gauntlet *simulator. He appears to be doing much the same thing, only he's dressed up as a barbarian, walks slower and the graphics aren't as good. Pyle is not at all happy with his current situation.*

"The most ridiculous first level a game has ever seen"

CUT TO: *Graduation day. Hurtmann is finishing reading off the placements.*

HURTMANN: ...Ortega, *Alien Breed,* Joker, *Alien Breed '92* (well done, kid) and Pyle, *Alien Breed.* Looks like you managed it, huh?

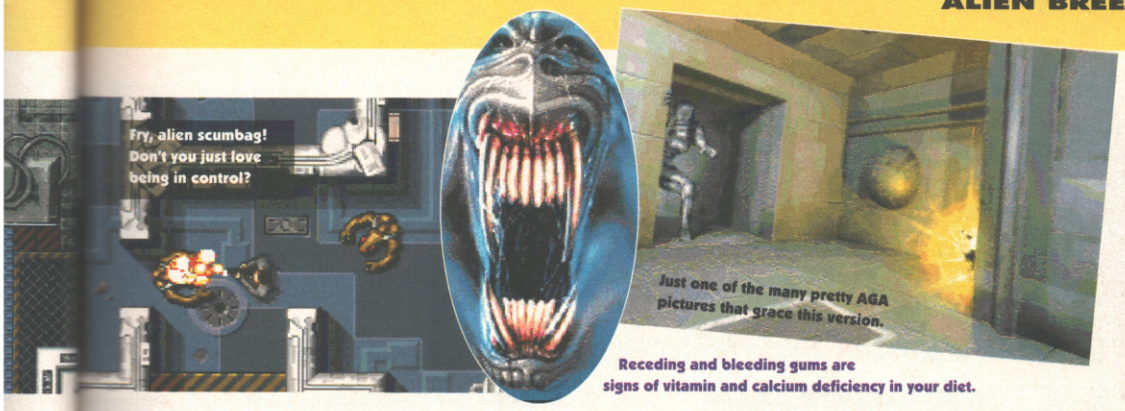
Everyone turns to look at Pyle, who's standing with a mad look in his eyes and a fearsome amount of weaponry. It seems he's been hoarding credits and sneaked out to the nearest Intex computer console, where he's bought everything he could afford. Hurtmann goes down in a blaze of machine gun fire and then Pyle turns the gun on himself.

EVERYONE: NO!!!!

Pyle shoots himself with a triple laser, flamethrower, and bouncy laser. It is not pretty. Silence.

EVERYONE: Oh well, better get on with the review then.

CUT TO: Alien Breed '92. *The corridors look the same as the training base, but this time, the ammo's live. The marines split off in pairs and wander the bases, shooting up aliens, slamming fire*



Receding and bleeding gums are signs of vitamin and calcium deficiency in your diet.

REED 2

Etc.

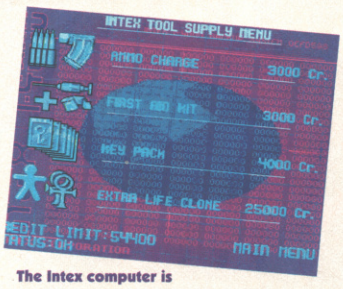
doors shut and running in blind panic for the exit when ever the lights go to red and the foxy-voiced woman informs you that the level's going to blow up.

CORPORAL JOKER: It was hard going and I lost a lot of good friends. Okay, so the corridors weren't wide enough for both of us to fire at the same time, okay it was easy to get lost, okay so it looked like the movie Aliens, but I loved it, damn it! For nearly a year, we waddled along with our slightly unconvincing walks as the punters demanded more, more, MORE! We may, as Pyle discovered, have just been a reworking of the '80s dungeon bash *Gauntlet*, but the public loved us, and when I got recalled, I wasn't too surprised.

CROSS FADE TO: Alien Breed 2. *Joker opens the dropship door and squints at the AGA graphics in front of him. They're incredibly colourful and detailed, and he seems pleased that he's opted to go for the A1200 version.*

JOKER: Okay, partner,lock and load!

Two figures run into the most ridiculous first level a game has ever seen. Automated helicopters blast the ground as meteors smash into them, and evading these fast-movers is complicated by the players bumping into each other. It's a pointless exercise in reactions and picking up ammo that the game could do without.



The Intex computer is your friend, and sells you nice things.

Bleeding and battered they eventually reach the compound.

PRIVATE ALIEN: Blimey, Joker, not a promising start to such an eagerly-awaited and popular game.

CORPORAL JOKER: Roger that, Alien, let's hope it gets a little easier and more enjoyable from now on.

CUT TO: *Inside civilian quarters. It's more enjoyable, but easier? The details of the base are impressive, but so are the enemy. Thousands of them swarm around the base, some of them firing, others disguised as furniture. Pausing for a moment, the team are shocked to see a remote gun turret appear. It's non-stop and relentlessly hard, with the boys taking damage due to the sheer volume of aliens.*

PRIVATE ALIEN: Man oh man, this is hard, this is tough.

CORPORAL JOKER: Yeah, but so are we. Let's log onto this Intex computer and check it out.

PRIVATE ALIEN: Hey, not bad. Not only can we now buy things like homing missiles and grenade launchers, but there's also different versions of each gun, so if we're skint we can buy a lower-powered version.

CORPORAL JOKER: It's certainly the only thing that's keeping us alive. That and the fact you start off with a triple laser and I've got this groovy little map. And the woman's still got that smoochy voice. Now let's kick derrière.

FADE TO: *Three weeks later. Private Alien's providing covering fire as Joker radios in a situation report.*

CORPORAL JOKER: We've been taking lots of casualties due to a lack of co-ordination in the two player mode, the hidden aliens only reveal themselves when you're right next to them and there are too many gun turrets, but I can't help having a good time. Relentless, one-track blasting it may be, stupidly hard from the word go it most certainly is, but I'm sticking with it. Now then, let's Rock!!!

The screen dissolves in a blur of gunfire, alien fangs and explosions.

● *CAM WINSTANLEY*

OUT OF THIS WORLD 45

This one's a bit '60s monster movie.

Strangely reminiscent of Putty, don't you think?

Oh No! Not more Giger-influenced baddies!

Crab, lobster or spider – which do you think?

Tricky blighter this one, as it looks like a box.

Not only is this one mean, it's also very hard.

Despite looking useless, this guy fires at you.

UPPERS It's *Alien Breed*, only bigger, better, flashier and more than the original. More weapons, more baddies, more levels, more graphics. The sound's great and the in-game maps are a valuable addition to the game. The graded versions of each weapon make powerful guns available to you even at the start of a long day's playing.

DOWNERS The first level's terrible. Not bland, not mediocre, but terrible. It kills you off in an entirely arbitrary manner, and even when you can do it, it's no fun. Also the concept of a learning curve seems to have been discarded entirely, with the player thrown in at the deep end with few weapons and lots of bad guys. Oh, and playing two players actually increases the chances of you dying as you both blunder around.

THE BOTTOM LINE

A1200

It's typical of Team 17 to bring out a vastly enjoyable game with some glaringly obvious flaws in it, as that's what they always seem to do. *Alien Breed* fans out there (and seeing how it's been selling, there must be millions of you) are going to love this, and they'll probably take what I see as 'far too hard' as 'intensely challenging'.

81 PERCENT

THE BOTTOM LINE

We've not seen the standard version yet, but it's apparently going to be as hard to play in two-player mode, only without as many sound effects or colours. Watch this space for further details.

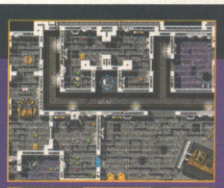
IT'S USING THE VENTILATION SHAFTS TO MOVE AROUND

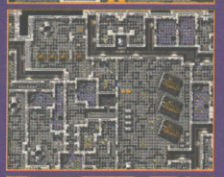
All the doors are locked, which is what you need the keys for.

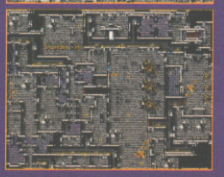
Like the original game, lifts bring you to and take you from most of the levels.

Money, keys and ammo lie around waiting to be picked up.

The all-new Intex consoles allow you to log into the network for information and equipment.


The low-powered map shows you your local area.


This is the medium scanner, which lets you plan your route.


And this one shows the entire level. Wow.

CYBERP

Publisher: Core
Authors: Mutation
Price: £25.99
Release: November

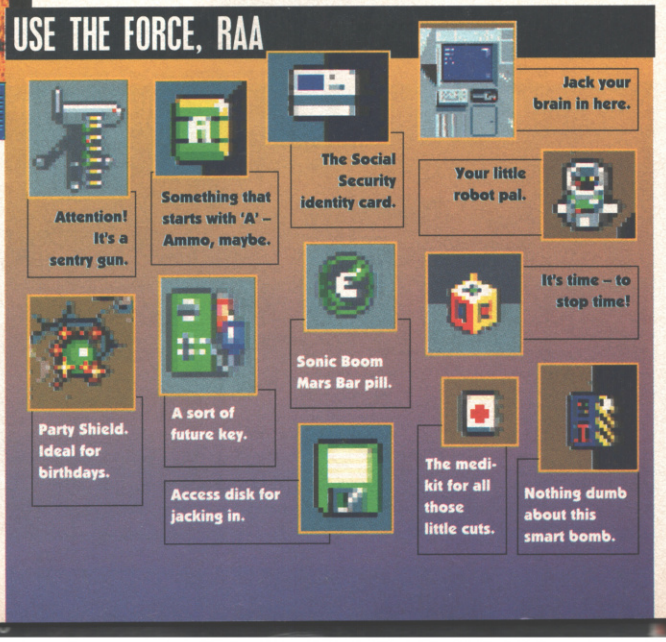
Imagine a sort of bizarre cross between *Rodland* and *Alien*

Red alert! Red alert! There is no longer a Benny all tied up. **BENNY ON THE LOOSE!**

Scout about for the constituent components of a television monitor.

In space, even broccoli and weird-eyed tentacles can hear you scream.

USE THE FORCE, RAA



Publisher: Core
Authors: Mutation
Price: £25.99
Release: November

The problem faced by any good idea is that it can't be copyrighted, made secular, or specific to any one group. That's what's happened with the 'cyberpunk' brand name. It captured the public imagination. Before you could say WIlliam Gibson, Bruce Sterling or Neuromancer, a marketable commodity, worth ringing the last affected fetishistic, industrial-techno penny out of, was born.

Inevitably, we ended up with the die-hards crying "No, no, we're the cyberpunks, the rest of you are only playing at it." The image, excitement and cultishness fades and dies, and only the sad unimaginative mass-market consumer types out there remain happy with the cyberpunk association.

So anyway, after the stern talking to we received from Colin The Publisher last month about extraneous expurgations in our reviews, we'll start discussing this new game from Core: *Cyberpunks.*

It's one of those run-around-a-huge-maze-killing-things-and-collecting-things-and-remembering-things-while-trying-to-reach-an-exit-before-the-time-runs-out, er, things. In fact there's a whole load of thingy things going on. It's likeable but not loveable. And, er, that's it. *(You're explosively combusted, Steve. – Ed)*

Okay, okay, I'm sure there's more to be said that's interesting about *Cyberpunks,* but it really is starting off at a disadvantage by calling itself that name. The main protagonist hero types – Raa, Gee and Bee – are nauseatingly cute little cartoon characters. They bear more than a passing resemblance to the infamous miniscule American cartoon character 'Space Boy'. Their bipedal motion resembles the infamous Dave Green full-of-life schoolboy walk. Except for the fact that Raa, Gee and Bee run faster than Dave has ever moved in his life. Perhaps they are related. *(Back to the review, please. – Dave)*

Our terrible trio are a clean-up crew in space. A sort of 'Alien Busters' (who you're gonna call). The whole game consists of five missions. Translated into gaming speak, this means that there are five huge levels, each with sub-levels in them, which have to be dealt with, punished and pacified in turn.

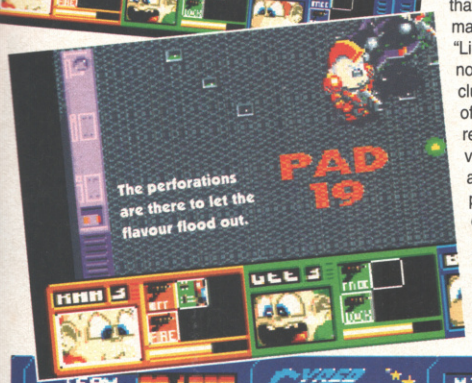
This is no mean feat considering that much of the space complexes are guarded by an assortment of aliens, robots, monsters and the like. Travel between the sub-decks (levels) is by

CYBERPUNKS

Breed. Only not quite as good as either of them, sadly.

lift. Travel around any one deck is by foot or teleport. All of this can be rather disorientating. Luckily, there are several fiendishly helpful devices that you can call on for help. For the purpose of navigation, you basically have to have a good memory, but there is a cop-out option whereby you can 'log on' *(Er, shouldn't that be 'jack in'? – Conscientious Cyber-Ed)* to one of the several terminals randomly dotted around the space complexes. To log on, you've got to have a disk. There are four different colours of disk. Depending on the colour of your disk, you will be allowed access to several options, each of which is helpful in an, er, helpful way. The blue disk lets you view the deck blueprints. This brings things back into perspective when you start losing your temper on discovering that you've just entered a particular room for the fifth time.

"Your three little men follow each other"



Presumably, the inspiration for the name of the game came from the option to log on to computer terminals. Part of the log on text sequence has the line "Welcome to the Matrix series 1000 CPU". Everybody knows that a proper cyberpunk matrix looks something like "Lines of light ranged in the non-space of the mind, clusters and constellations of data. Like city lights receding...". So why is the visualisation of 'jacking-in' a boring old tele-type printout which you can't even jump out of by pressing the fire button? Tedium *in extremis*. Although it may seem like a trivial point, the game-playing process shouldn't be interrupted in full flow by such an insignificant (and unavoidable) mechanism.

Aside from the criticism, this part of the game is strategic and a must for successful completion of any level. So far, I've only discussed one disk colour. Red disks allow you to access the Holographic Generator. This ingenious invention lets you choose from a list of power-ups. The most useful will depend on your current situation. The options are: Force Field Key Circuit, Full Energy Pack, Party Shield Orb, Time Distortion Cube, Smart Bomb Unit and Auto Sentry Pack. In fact, apart from the extra weapons, these are basically all the power-ups that you're likely to come across in the game.

I'll not talk about each one – after all, some of them are self-explanatory. The Time Distortion Cube lets you stop your 1,000 second clock by about 15 seconds. It doesn't sound like much, but a few of these can make the difference between completing the level and having to start all over again.

The Auto Sentry Gun is an idea borrowed from Aliens: Special Edition (the movie) and *Hired Guns* (the game). It doesn't last forever, but it will kill anything that tries to creep up behind you. And that brings us quite nicely along to the control system.

The control system is rather confused. It has some nice little touches and some thoughtless ones. Your three little men follow each other in a line. If you choose to turn round sharply with your leader (Raa), the other two follow in his exact footsteps. This is handy when, say, the inventory of one of the characters is full but you've got a power-up you want to pick up. So long as you walk over it with Raa, it will get picked up (assuming you've got a spare slot with at least one of the other characters).

The irritating aspect of this 'follow the leader' hierarchy comes to light when you try to get away from an alien with a quick 180-degree about-turn. The guys at the back just about always get hit and can take quite a bit of damage.

The particularly nice touch is the ability to have your men fire in independent directions from each other. This is selected from the same little panel as the inventory display. Either 'free' or 'lock' gets them positioned as you want.

So while winding down, I'll discuss the game's gestalt (wholeness) factor. It's relatively well put together. It's a comparatively simple, not-too-exciting explore-a-maze-and-find-the-keys-for-access-to-closed-doors theme. The soundtrack adds a bit of atmosphere – it's spunky and lively and can draw you in in less lucid moments.

So there it is. *Cyberpunks* will appeal to the ideologically bereft and those people unchallenged with imagination. Considering that it comes on only one disk and doesn't offer anything significantly different from a similar ZX Spectrum or C64 game, I would consider it a tad overpriced for the market it is aimed at. The best description for it would be *"Hired Guns* for ten year-olds".

● ***STEVE McGILL***

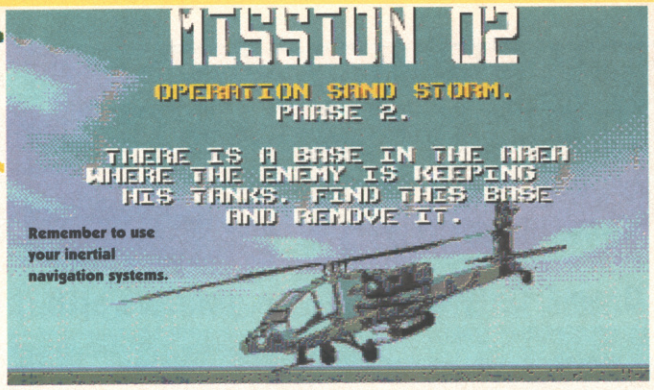
UPPERS Cute characters. Colourful. Likeable upbeat soundtrack plays throughout. Nice variety of creatures to pacify and neutralise.

DOWNERS The gameplay quickly becomes dull unless this is the type of offering that you particularly prefer.

THE BOTTOM LINE
Still can't work out why it was called *Cyberpunks*. Maybe it was something to do with it being outdated, sanitised and ultimately boring.

70 PERCENT

THE BOTTOM LINE
A1200 There's no difference that I could spot between the two versions. But the sneaky parallax scrolling still looks nice on both.



Publisher: Vision Software
Authors: In house
Price: TBA
Release: TBA

Attention! You have just entered a non-protected review area! Your full co-operation is required by military law!

You've got to hand it to the American Defence Machine. They are the leaders in design, development, production, maintenance, upgrade, refurbishment and support. For every military encounter, whether it be global conflict, local skirmishes, South American drug-runners or plain old Somalian rebels, they've got a fast tactical response piece of combat hardware specifically designed for the job.

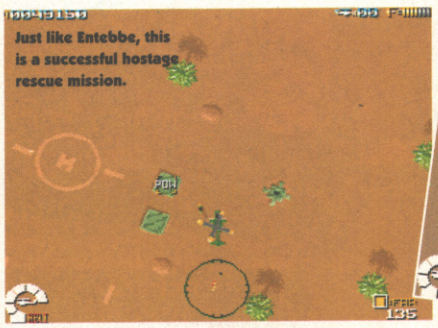
"So what! Big deal!" and other proclamations of disinterest you may be thinking. What's this got to do with me? Well, seeing as the average age of combat military personnel in Vietnam was only Ni-Ni-ni-ni-ni-nineteen and the average age of an AMIGA POWER reader is So-so-so-so-so-somewhere near that, it seems quite logistical for you folks to be interested in *Seek And Destroy*.

Your mission is to pilot an Apache Helicopter in a Nintendo Mode 7 circular motion simulation exercise, with each mission becoming progressively more difficult. So difficult in fact that game-hardened psychopathic types who complete civilian games quicker than it takes to pull on a pair of cellophane fatigues, will start smiling knowingly.

The principles of war do not change. The commander who employs surprise, manoeuvre, mass and economy of force faster and smarter will dominate his enemy. And you can't get more economical, faster, more forceful or faster than a battle helicopter. In short, you've got to: See First, Shoot First and Survive. That's where your first advantage lies.

The Apache helicopter was built for the fast lane. Smart, flexible and proven in the field. The only attack helicopter to be called "the workhorse of low-level high-payoff hovering aviation". The rotor-blade-to-air horsepower-to-weight ratio is excellent for those spin-round 'overkill' shoot-and-slaughter manoeuvres. For today, tomorrow and the next mission on disk, the Apache is all you have and all you need for the role of 'fighter/attack' neutraliser of enemy combat systems; buildings, armour, rocket launchers and anything else that moves.

In order to fulfil the first principle (See First, Shoot First and Survive, generally referred to as SFSFS or Esseffesseffas) your Apache is equipped with a DAV (probably an Electronics Space Corps DAV product) Warning and Surveillance System. This neat 360-degree coverage compact module enables you to detect, classify and identify air threats and ground



It's this month's obligatory helicopter game! It's viewed from above, it scrolls in every direction, and, just for a change, it features the Apache!

SEEK AND DESTROY

targets. Not only that, it locates hostile helicopters at safe distances. It works in all weathers and over most forms of terrain. Although the game doesn't have any weather as such, which is a shame really. It's set in a desert, snow, water and jungle terrain, randomly scattered with Charlie. No no, sorry, I mean, 'hostiles'.

The first mission is relatively easy. You always set out from a home base helicopter pad to the cheerful pseudo-authentic tones of an Australian-American accent: "Apache One you are clear for take-off." You will, however, find yourself suffering from termination fatigue until you're competent enough with the control system. Top Tip: as soon as you can complete Mission One using only the chain gun and without suffering any damage, then you're well on the way to successful Apache-ing.

Now that I've mentioned the chain gun, it seems like a good time to discuss the weapons systems you have at your disposal. There are six in all and you select them using the function keys.

With the exception of the first two systems, we'll go through them in sequence. The most useful of the systems and the one you'll use most often is the **FFAR** (Fire & Forget Air Rocket). You generally only have 500 rounds to play with on each mission, so it pays to be economical. The beauty of these missiles is their ability to hit ground targets and air targets. Their damage coverage is pretty wide, anyone or anything in a relatively broad area is fatally compromised.

The **Chain gun** is the only weapon system that offers a limitless number of rounds. Use it against personnel and buildings only. It can neutralise self-propelled anti-aircraft guns, but this usually involves hanging about in the air too long for comfort.

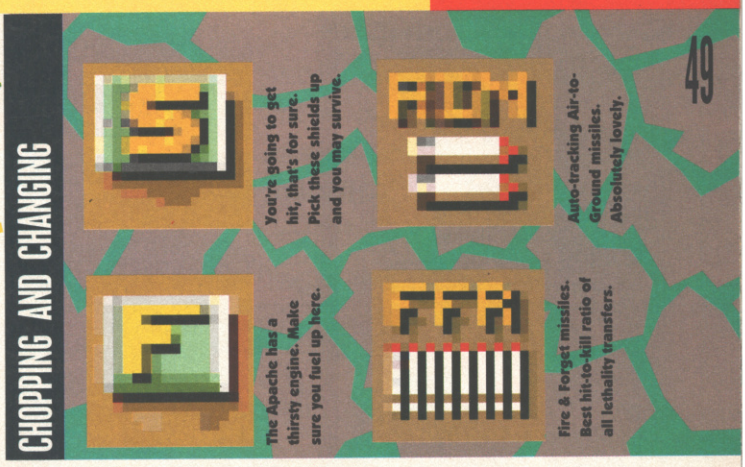
Air-to-air intercept missiles. This system automatically tracks hostile aircraft and a hit is virtually guaranteed once you fire. Notice that I said a hit is almost guaranteed. Not a kill. For this reason, and this reason alone, it is often more preferable to shoot enemy helicopters down using the FFARs.

"The workhorse of low-level hovering aviation"

Air-to-ground. These can be great fun assuming the tracking system chooses the target you intended. There is nothing more annoying than your sight alighting on a hangar or a building when there are anti-aircraft systems on the ground. It's usually best to take out all of the anti-aircraft missiles and mop up the loose buildings with the chain gun.

Air Strike. These are incredibly useful when you come up against a clump of highly armoured attack vehicles. Call up an air strike and see everything in a small area disappear. I'll break ranks at this point and mention the game's sound. The sample used for the air strike is particularly poignant; a high velocity roar of power, death and destruction. You almost feel sorry for your silicon pixellised enemies.

Napalm. Ah, I love the smell of napalm in the morning. Now you can use it on whoever or whatever you want. This is the sort of thing we want in games – much more reference to and, what the heck, use of a weapon that sticks as it fries as it kills.



So that's the weapons systems dealt with. They are just about your only help in a hostile world. Use them wisely and you will be rewarded.

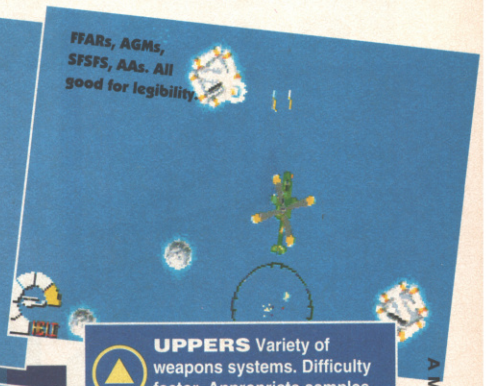
Fuel and shields can be replenished with the icons that appear when you destroy buildings although, annoyingly, you have to land on them to do this (the weapon replenishment icons only have to be flown over). The game is difficult enough without this adding to the torture. There is nothing worse than being down to your last segment of shield, trying to land on the shield icon and ending up being shot by a hostile.

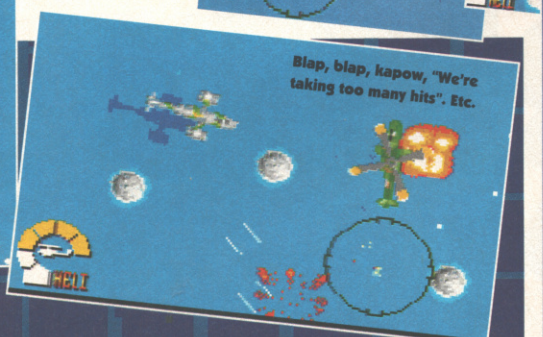
So now that we've got here in one piece, it's time to summarise in a hundred or so words.

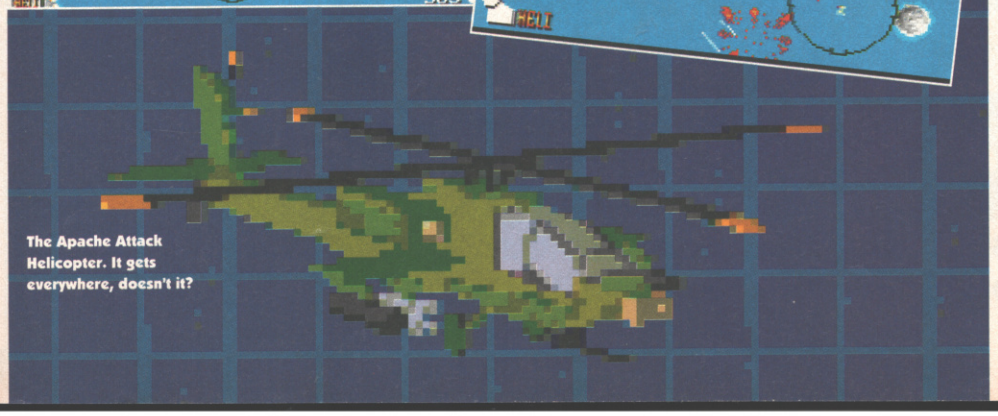
Because of its theme, it's always going to be compared to *Desert Strike* which... it's not as good as. It doesn't have the depth or the atmosphere. The graphics are functional and could be more exciting. The sound is nice, although the sample quality could be better. The gameplay is difficult – it's not a game you can just cruise through. Having struggled with it for nigh on a week, I can only conclude that game champions and determined people are going to love it. The enemy really are as hard and resolute as you.

In a sentence, *Seek And Destroy* isn't going to explode onto the game scene with any great impact but it will hover about and make slow advances.

● *STEVE McGILL*







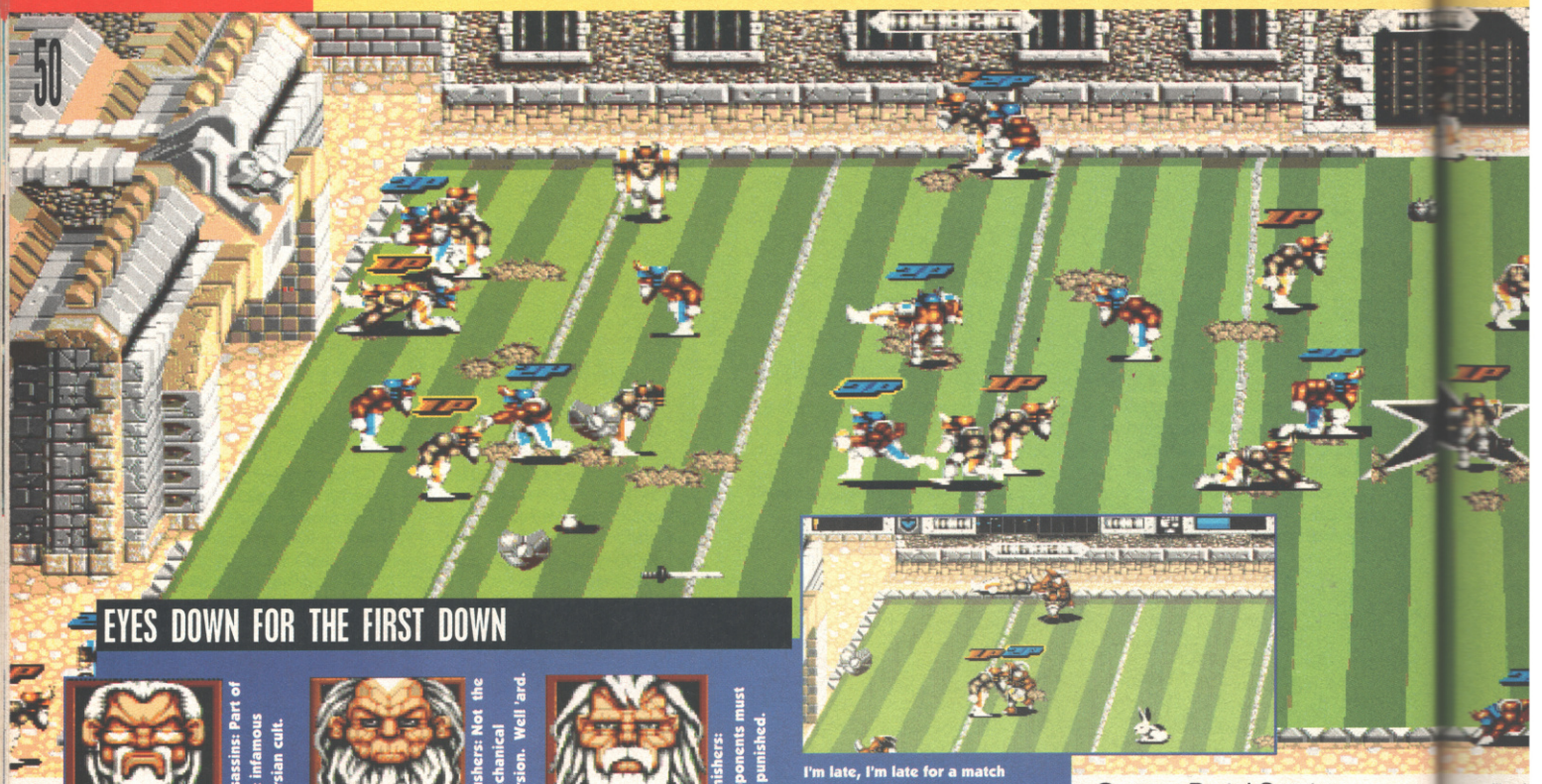
UPPERS Variety of weapons systems. Difficulty factor. Appropriate samples to the on-screen action.

DOWNERS Dull graphics. Could almost be a PD game. Difficulty factor (depending on your gaming ability it's either an upper or a downer).

THE BOTTOM LINE
A better than average shoot-'em-up which should please those who find most games around too easy.

73 PERCENT

THE BOTTOM LINE
A1200
Aside from slightly smoother scrolling and screen update, there is no discernible difference between the two versions.



EYES DOWN FOR THE FIRST DOWN

Assassins: Part of the infamous Persian cult.

Crushers: Not the mechanical version. Well 'ard.

Punishers: Opponents must be punished.

I'm late, I'm late for a match marked out with death and hate.

Barbarians: Nothing to do with RE Howard.

Marauders: Tough experts in beheading.

Slashers: Devil worshipping acolytes of Baal.

Warlords: The hereditary peers of lethal conflict.

Berserkers: RPG fans will enjoy beating these.

Pit Fiends: Don't stomp on you; they breathe on you.

Slayers: Given half a chance they will slay you. Grrr.

Thugs: A sub-cult of the infamous Assassins.

BRUTAL SPORTS FOOTBALL

Game: Brutal Sports Football
Publisher: Millennium
Authors: Teque
Price: £25.99
Release: Out now

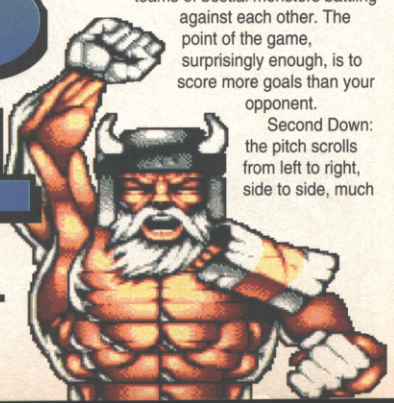
Non-specific bestial violence in an orgiastic miasma of bloodletting and pain infliction. What do you think we could be talking about? Israeli foreign policy? The Waco Texas experience? Anti-nazi protest demonstrations in Millwall? Boris Yeltsin's political strategy?

Surprisingly, the answer is none of the above. We're talking about *Brutal Sports Football*. A simple old computer game which by its fun nature encourages two people to get together and play against each other competitively.

The game concerns two sets of teams who play on a pitch of horror, death and carnage. Your children control them. Decapitation is actively encouraged, as is stomping and inflicting harm on your opponent when he's down. No wonder we're breeding a nation of monsters. So let's play – *Brutal Sports Football!*

First Down: the game consists of two teams of bestial monsters battling against each other. The point of the game, surprisingly enough, is to score more goals than your opponent.

Second Down: the pitch scrolls from left to right, side to side, much



Just remember, kids – it's really the taking part that counts, and not who wins or loses their life in the process.

Death, carnage, destruction and politically-incorrect references toward rabbits. Are you tough enough to hack the pace, horror and sheer excitement?

"Gallows humour permeates the whole game"

Run away! Run away! He's going to cut my head off!

like *Manchester United In Europe*, say. The scrolling is incredibly smooth and the pitch is fairly sizeable; about three or four screens wide.

Third Down: animation of the team is excellent; from the way they arch their backs when jumping in the air to catch a ball to the way they assault their opponents so viciously.

Fourth Down: your opponents are numerous, have snazzy team names and are out to beat you in more ways than one.

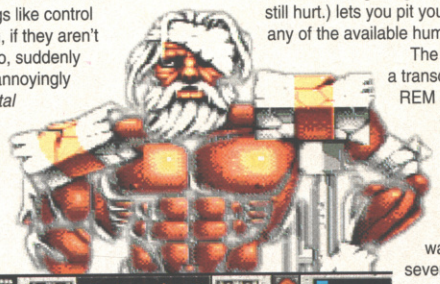
Touch Down: Gallows humour permeates the whole game. The violence is not so much horrific as horrifically funny, even when the laughter wears off after having played the game for a while.

Maybe that's whetted your appetite for more head-exploding detail. It's really hard to write about *Brutal Sports* without starting to rant in an insane blood-lustingly insatiable kind of a manner. At first it looks simple, but there's so much to it which isn't obvious from the first couple of plays.

Let's start with the semi-mundane things like control systems which, if they aren't well-adhered to, suddenly become very annoyingly important. *Brutal Sports* has an intuitive feel to it; whether kicking, passing, jumping, beating, stomping or decapitating. There are three types of match play. The League, the Knockout and the Unfriendly. Depending on the number of friends you've got, the Knockout can cater for up to eight human players. All of the teams in the knockout section are of the same type of humanoid as your own team, the only distinguishing characteristics they have to set them apart being a different colour of strip.

There are four leagues. Naturally enough, you start in the fourth. This is the first time you will come up against the disgustingly horrible bestial competitors; the Pit Fiends. These monsters from the spawning pits of hell are tough. Their tackle is particularly effective and vicious compared to the more humanoid opponents you've faced so far. The unsettling aspect of all this is that there are more unwholesome monsters to be faced, each type progressively bigger, harder and cleverer than the last.

The Unfriendly game (see the humour sneaking in again? My sides still hurt.) lets you pit yourself against any of the available humanoid teams.



The game itself is a transcendentally REM sleep-disturbing nightmare to play in a thoroughly enjoyable kind of a way. There are several different moves and strategies that can be employed. The basic idea being to get a hold of the ball and run toward your opponent's goal. Unless you've managed to get a hold of the jack rabbit power-up (lets you run very fast), it's unlikely that you'll manage to get much further than a couple of yards. You can choose one of two basic moves; kick the ball way up the field or American Football pass directly to one of your team mates.

The victorious celebrate while the losers are left to lament.

Now that doesn't sound particularly exciting, but consider all the bolt-ons. The ability to harmfully tackle, smash your opponents in the face, decapitate them (*You're quite taken with this decapitation notion, aren't you? – Ed*), stomp on them to reduce their overall vitality and generally be rewarded for all out aggression is fantastic. The violence is demented, intoxicating and excessive (blood spurts and all) but it's never quite as mindless as it is strategic and humourous. The ability to decapitate can become a vital part of your overall strategy. It's best to take out the player who stands in as the goalkeeper. Then from centre, kick the ball full whack. Use your other players who are standing near the goal to pre-emptively take out any opponent who may get near the ball. The ball will trickle over the line for a very cheeky goal. Lovely stuff eh?

And there's more, loads more. Power-ups are more help than hindrance; tortoise (go-slow hindrance), jack rabbits (speed), bombs (blow up your opponent), shields (harder to be tackled), swords (easier damage infliction).

By this time, you'll have guessed that 'love' is not strong enough an adjective for my feelings toward this game (*Or, indeed, an adjective at all. – Ed*). I've thought about this hard, and I've thought about this long. *Brutal Sports* reminds me of a side-view version of *Speedball 2*. When I first played the demo, I thought "Hmmm, nice try but no elastoplast." But now I've got to conclude that it at least matches *Speedball 2* for fun, excitement and playability, and when it comes to humour and violent content, it kicks the Bitmaps game into touch.

It's hard when a personal icon gets shattered, but the brute force of *Brutal Sports Football* has forced its way, with all the subtlety of an Ice-T lyric, into my personal Top Ten.

● ***STEVE McGILL***

UPPERS Beautifully animated. Lots of fun, lots of humour, lots of violence and lots of gameplay. Be prepared for the white wagon with the men in white coats and white straitjackets.

DOWNERS It can be hard to see what's happening in multi-way pile-up goal-mouth scrambles. Fortunately it's not too much of a problem though.

THE BOTTOM LINE
Deliriously decadent. Fittingly feral. Boxingly bloody and viciously violent. Okay?

88 PERCENT

THE BOTTOM LINE
A1200
Sensuously sadistic. Anarchically alarming. Haptically horrible and crazily crafted. *(On the A1200. – Ed)*

THE SETTLERS

THE 'HOME AND AWAY' TEAM

See that comic knight with the funny eyes and feathery helmet? That's you, that is.

He's big and ugly, so he's bound to be one of your enemies. Pretty poor dental health too.

This is an enemy agent, trained to mingle with your people. Only joking, he's a bad guy too.

And this is your best ever friend. In the two-player mode, you carve out a kingdom together.

Don't be fooled by his regal clobber and crown, like you he's just a pretender to the throne.

Lovely Suzi here likes travelling and working with children and is currently a veterinary assistant.

The game uses a wrap-around map, letting you scroll quickly to any part of the screen.

Straight from Germany, it's an economic strategy sim that looks good

You can only build mines on the mountains, but they're rich with minerals, stone and gold.

Here's your kingdom, so sit back and watch the corn grow and the windmill twirl around.

Along with the mountains, the desert margins halt your colonial expansion.

Here's the same map, but with a topographical overlay. Big words, huh?

Statistic screens let you look at production in your kingdom. This one shows plank output.

Raw materials can be diverted to various constructions by altering these bars.

Material flow can be monitored using these dials.

and is also great

fun to play. Don't settle for anything less.

Publisher: Kompart
Authors: Blue Byte
Price: £34.99
Release: December

Warning, warning, you are about to read a review about a strategy game. If you are offended by words such as 'thoughtful', 'in-depth', 'economic simulation', 'long-term progression', or whatever, then CLOSE THE MAGAZINE NOW. This is not, repeat not, a cutesy platform game.

Right then, that should have got rid of all those who are never ever going to be into a game that takes several hours to play, so I guess all of you that have made it thus far are potential buyers. There are lots of games that *The Settlers* reminds me of, as it looks like *Populous*, plays a bit like *Sim City*, and the way that the characters look so terrible in screenshots but come to life when you see them moving around their domain is reminiscent of *Lemmings*. Yup, *The Settlers* is like lots of things, but still manages to be a unique game, which is truly a rare and satisfying thing to see these days.

The idea of the game is to take over the entire land, which not only involves building up your own little stable economy, but also kicking your enemies off their turf, like you do in *Populous*. Conquering in *Populous* was a messy affair that involved burning, drowning or just plain hacking up your enemies but things just aren't that nasty in *The Settlers*. The tone of the game is set by a cartoony intro sequence which shows a fat knight on a roly-poly pony wandering through a happy little village, and after that it would seem almost sacrilegious to portray violence. The fact is that no-one gets killed in the game, vanquished settlers wander home, and battling knights just get their armour dented. I suppose it makes a change after the carnage of games like *Syndicate*.

To start a kingdom, you've first got to place your castle somewhere in the land, which in itself is a skill. The ideal spot would be one that's near a lake for fishing, near some mountains for mining, next to some trees for building materials and is flat enough to allow lots of space for building, but it's always a compromise. The castle acts as the seed for your kingdom, with enough settlers, food ➔

In the split-screen two-player mode, you can either play together and work on building up the same kingdom, or be enemies, battling against each other as well as two computer-controlled players.

JOBS FOR THE BOYS

This is the butchers, where all the cute little oinky piggies are brought to be turned into chops.

I've built the bakers near the windmill, so the bags of flour don't have to go far.

This is a top garrison outpost thing that can comfortably house 12 knights.

He sows the seed to reap the crop. He's the farmer, and here's his pad.

Putting the fisherman's hut next to the water saves him a long walk to work.

The toolmaker lives and works here. He makes tools, amazingly.

This is listed as a stone mine, but I reckon that's German for 'quarry'.

Yum yum yum yum. Check out these mounds of tasty fresh juicy pork.

The sawmill processes the logs brought by the wood cutter. Clever stuff.

and building materials to get started, and markers showing your territory boundary.

To build something you just click on a spot, and then click on the building of your choice. This lays the foundations, but nothing happens until you link the building site up to the castle with a path, at which point lots of little guys pour out of the castle. There are 25 different settlers in the game, so first you'll see a joiner heading out, who'll then be met by a construction worker carrying wood. You then have to busy yourself doing other tasks as the wooden framework gets erected and the house is built in real time.

It isn't hard to stay busy , as you've got to plan your entire civilisation. Farms need to be built to produce grain and livestock, windmills and bakers produce the bread and even butchers are needed to prepare meat. Come to think about it, the little oinky piggies are the only victims in this entire game. While you're feeding your workers, it's a good idea to keep them busy, so you've got to make sure there's enough basic building materials to go around – you also need iron and gold to produce tools and weapons.

All this sounds horribly complicated, and I suppose it is, but the beauty of the game is that the data's all supplied in all manner of brilliantly simple ways. The flow of goods through the manufacturing processes is displayed with a series of dials, so if the baker isn't getting enough flour to make bread, his dial will be in the red, and if the builders are getting too much wood, their dial will go green. So, you can optimise the growth of your settlement by building more farms for the grain, and diverting the surplus wood to build boats for the fishermen.

"Data's supplied in brilliantly simple ways"

Obviously, you're going to run out of land sooner or later, so your other task is to expand your frontier, which you do by building guard towers at the edge of your territory. When you finally share a border with any of your enemies, then the pillaging and squabbling starts, with knights bashing each other in, and the winner grabbing all the resources of the loser. But no one gets hurt, remember.

The kingdom starts with this single castle.

Worryingly, your opponent always builds his realm up quickly.

From little acorns, mighty oaks grow, so bearing this in mind, it's easy to see that your land can grow from this...

...to this rather fine budding society.

The process of building your domain is fascinating, simply because of the attention to detail. You actually see the crops grow in the fields and the farmers harvest it, and the paths are constantly filled with people delivering goods, waving at each other and walking to work. This attention spreads over to the sound effects, which vary depending on what's on the screen. If you're in the middle of your land, the air is filled with grunting pigs, the hammering of construction, the sawing of trees and so on, but if you move to some woods all you hear is birdies tweeting. The barren deserts (which are pretty impassable, and therefore good defences) echo to eerie wind noises while the lakes splish and splash gently. It's all quite beautiful.

I found it extremely hard to fault any of this, but before you rush off and buy it, there is one factor that's worth taking into account, and it's not really a criticism, more of a comment. The size of the playing area changes depending on your choice and also the capabilities of the machine. On an A1200, for example, you can have a playing area made up of 600 screens with up to 32,000 settlers wandering about, whereas the standard Amiga can only cope with 150 screens and 8,000 settlers, which is still enough.

The thing is, the bigger the area gets, the longer it takes to conquer. A mid-sized level can take anything up to six hours to take over, so for a full-sized A1200 map, you're looking at double that time, at least. Now seeing as I once took seven hours to win a battle in *Dune 2*, this length of time doesn't bother me, and as the game reminds you to save every 30 minutes, you'd have to be a real dead-head to play for hours and then have your Amiga crash on you. Admittedly, there are times when you're glad there's an 'accelerate time' option, but most of the time it's entertaining just to watch everyone go about their business, while you do something else. I think that it's excellent, but I'll also admit that it's a bit of a specialist taste. However, fans of *A-Train, Populous* and *Sim City* should head to the shops this instant.

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You get all the map screens up from this icon.

All the stats for saving games and knights go here.

You can set these alarm clocks so the game'll remind you to check on various screens.

Details of production and storage of men and materials are accessed through this.

All the paths in your kingdom have to run from flag to flag, so you can plan a network.

UPPERS Witty, imaginative and detailed right down to the last leaf and fishing rod. It's as complex or simple as you want it to be, and thoroughly absorbing.

DOWNERS It's a bit like a non-stop soap opera on a channel of its very own. Playing it will literally devour days of your life.

THE BOTTOM LINE

The cuteness tends to detract from the epic scale of this game, which will either draw you in totally or leave you stone cold. Events change across hours rather than minutes, but that leaves you plenty of time to explore the complexities of an entire living, growing economy. Hmm, fascinating.

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THE BOTTOM LINE

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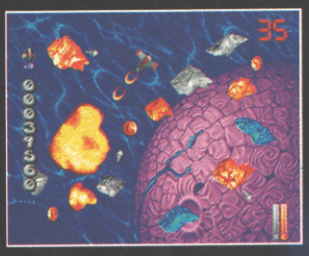

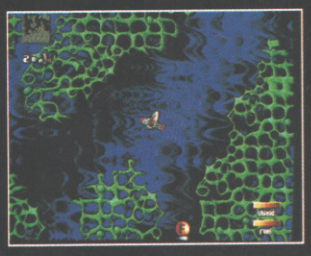

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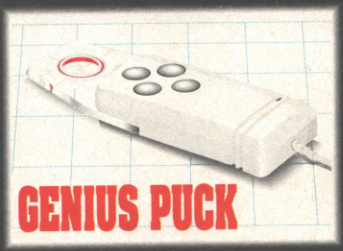

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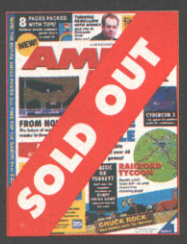

1 May 1991
Reviewed: *Eye Of The Beholder, Cybercon 3, Gods.* **On the disk:** *Bombuzal.**

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5 September 1991
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6 October 1991
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8 December 1991
Reviewed: *Populous 2, First Samurai, Knights Of The Sky.* **On the disk:** *Cisco Heat, Elvira Arcade.**

9 January 1992
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11 March 1992
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12 April 1992
Reviewed: *Parasol Stars, Titus The Fox, Vroom.* **Double disk:** *Titus The Fox, Project X, Rome.*

13 May 1992
Reviewed: *Apidya, Project X.* **Double disk:** *Sensible Soccer, Wizkid, Campaign, Pinball Dreams.*

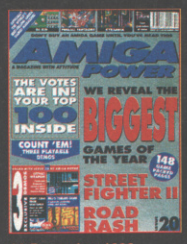
14 June 1992
Reviewed: *Eye Of The Beholder 2, Fire & Ice, Pushover.* **Double disk:** *Legend, Aqua Ventura.*

15 July 1992
Reviewed: *Wizkid, Sensible Soccer, Monkey Island 2.* **Double disk:** *Galactic, Amega Race.*

16 August 1992
Reviewed: *Crazy Cars 3, Links, Civilization, Dojo Dan.* **Double Disk:** *D/Generation, Troddlers.*

17 September 1992
Reviewed: *Premiere, Bug Bomber, Fascination.* **Double Disk:** *Top Secret, Beast Master, Dynamo.*

19 November 1992
Reviewed: *Assassin, Doodlebug, Rome AD92.* **On the disk:** *Doodlebug, Metamorphosis.*



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Reviewed: *BC Kid, Pinball Fantasies.* **On the disk:** *Bill's Tomato Game, Fire & Ice, Lethal Weapon.*

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Reviewed: *Indiana Jones, Wing Commander, Nigel Mansell, KGB.* **On the disk:** *Sensi Soccer.*

22 February 1993
Reviewed: *Street Fighter 2, Chaos Engine, Alien*^{3}*, Lionheart.* **On the disk:** *Alien*^{3}*, Arabian Nights.*

23 March 1993
Reviewed: *Legends of Valour, Combat Air Patrol, Sleepwalker.* **On the disk:** *Body Blows, Sleepwalker.*

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25 May 1993
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Reviewed: *Hired Guns, Micro Machines, Overkill, Diggers, Dogfight.* **On the disk:** *Skidmarks, Poing.*

31 November 1993*
Reviewed: *Overdrive, Oscar, Wiz'n'Liz.* **Double disk:** *Cannon Fodder, Brutal Sports Football.*

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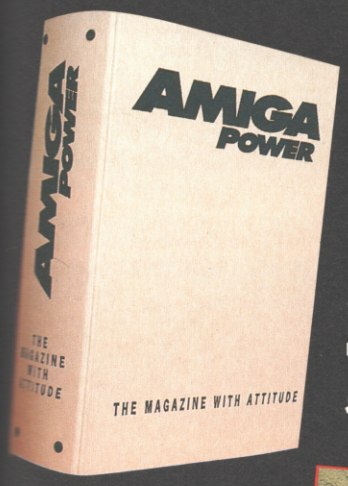

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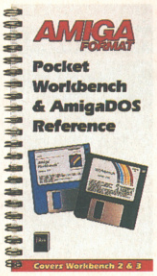

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60MB HD Upgrade Kit	£154
80MB HD Upgrade Kit	£169
120MB HD Upgrade Kit	£249
200MB HD Upgrade Kit	£329

A1200/A600 Memory Upgrades

A1200 PC 1204 4MB + clock (Co-pro option)	£198
ProRam 2MB PCM-CIA A600/A1200	£118
ProRam 4MB PCM-CIA A600/A1200	£127
ProRam 1MB A600	£37
A1200 Real Time Clock	£17

Amiga 500 Hard Drives

High Quality GVP Hard Drives

	A500	A1500
120MB	£429	£382
500MB	£989	£942
1GB	£1189	£1142

Internal Hard Drives for A500

- Easy to install - Full instructions
- ICD technology

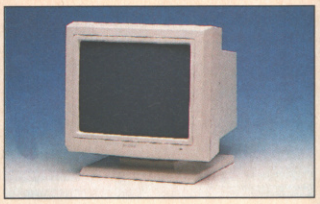
Pro Internal 20MB hard drive	£175
Pro Internal 40MB hard drive	£245
Pro Internal 80MB hard drive	£295
Pro Internal 120MB hard drive	£355
Pro Internal 200MB hard drive	£455

Monitors

Philips 8833 MKII Monitor	£189
Commodore 1084s	£174

- When purchasing with an Amiga deduct **£10** from above pricing
- Dust cover for the above **£5**

SVGA /Multisync Monitors



- 14"/20" Super high resolution colour display
- Professional IBM compatibility
- Complete with cable
- Full UK warranty
- Tilt & swivel stand

A1200 SVGA Monitor (Displays high productivity modes)	£228
A1200 SVGA+ Monitor (Medium resolu tion, displays all modes high and low)	£274
A1200 SVGA+ Monitor (High resolution, displays all modes)	£369
A1200 SVGA plus 20" Monitor (Displays all modes ideal for DTP,CAD etc.)	£1044

Workstations

- Ergonomically sound
- Facilitates up to three external floppy drives
- Made in the UK
- Strong and robust
- Aesthetically pleasing
- Keep your desk neat and tidy
- Supplied complete and assembled with free mouse mat

A500 Workstation	£36
A600 Workstation	£36
A1200 Workstation	£36
Workstation Coverall dust covers	£5

Peripherals

100 Capacity lockable disk box	£5.99
Squick mouse	£13.99
Mouse mat	£1.99
TDK high quality DSD (10) disks	£9.99
Computer Mall DSD (10) disks	£6
Jet Fighter joystick	£13.99
Apache joystick	£6.99
Python joystick	£9.99
Zipstick joystick	£14.99
Screen Beat speakers	£29
Zi-Fy speakers	£39
A500/A600/A1200 Dust covers	£4.99
A500 Modulator	£36
Mini Office package	£54.99
Supra 2400 Modem	£89
Supra Fax Plus Modem	£148
Supra v.32 BIS Fax Modem	£358

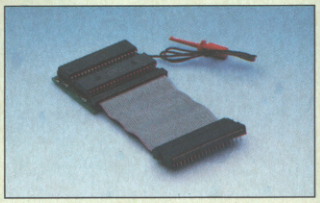
Scanners

- Allows image processing in a useful and unique fashion
- Comes complete with operation manual
- One of the fastest growing applications for home and professional users
- High specification coupled with cost effective pricing

- **Power Hand Scanner**
- 64 greyscales 100-400 DPI
- Thru'port to printer
- Fully compatible with Delux Paint 4, etc.
- Advanced software

Power Hand Scanner v3.0	£96
Power Hand Scanner Colour	£229

Pro ROM Swapper



- Swap between Kickstart chips
- Fits A500, A500+, A600,A1500
- Auto swapping via keyboard control
- Flexible cable allows the swapper to work in conjunction with accellerators etc.
- Simple to fit - full instructions

Pro ROM Swapper	£18
Pro ROM Swapper + 1.3ROM	£37
Pro ROM Swapper + 2.04ROM	£40
Workbench 2.04 plus manuals	£49

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ECHNICAL EXCELLENCE

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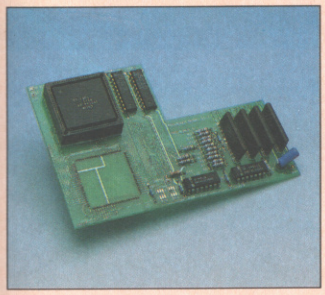
Pro Agnus 2MB

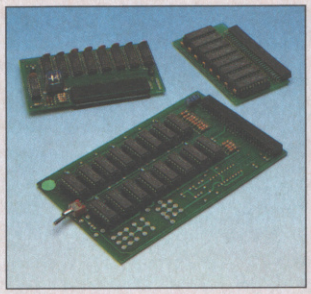


- Provides a full 2MB of Chip Memory for the Amiga 500 and A1500/2000
- Designed and built in England
- Supplied with 8375 Obese Agnus
- Includes 2Mb Memory on board in the form of low power Zips
- Allows the processing of elaborate animation and sound sampling
- Provides the same max. chipmemory as the A3000/A600 &500+
- Increases addressable memory space from 9MB to 10MB
- Complete with full instructions and flying leads
- British made

• Pro Agnus 2MB **£139**

(Free fitting available - Phone for details)

A500 Memory Expansions



A500 Pro-RAM 0.5 Meg. Upgrade

- Allows 1MB software to run
- Chip memory compatible
- British made

• Without clock **£16**

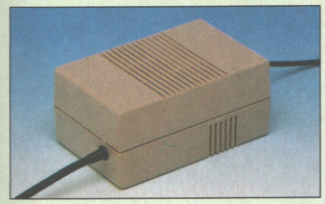
• With clock **£19**

A500 Pro-RAM 1.5 Meg Upgrade

• Gives a full 2MB of memory **£74**

A500+ 1MB Meg Upgrade **£29.95**

High Current Power Supply



- Allows the addition of peripherals without damage to computer or power supply
- Why risk damaging your expensive kit when one simple investment will ensure total peace of mind now and for the future
- Switch mode design
- Full crow bar projection
- British made

• A600 Power supply unit **£44.95**

• A500 Power supply unit **£44.95**

• A590 Power supply unit **£44.95**

• A1200 Power supply unit **£54.95**

• A2000 Power supply unit **£99.95**

Cumana 3.5" External Drive

- High Quality
- Renowned and proven reliability
- Top notch specification
- Anti-click
- Long moulded cable
- Slimline design
- High impact plastic

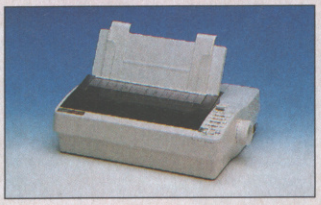
• Cumana external drive **£59**

• Cumana external drive + 100 capacity disk box **£62**

• Cumana external drive + 100 disk box + 20 blank disks **£68**

• A500/A500+ Internal replacement disk drive **£46**

Printers



- High quality premium range of Amiga printers
- Two year manufacturers warranty.
- Complete with cable to Amiga 500
- Citizen registered for Dealer plus service

• Swift 1200+ **£129**
(9 pin, 80 column, 144 CPS draft, 30 NLQ, 4KDB Buffer)

• Swift 90 Colour **£168**
(9 pin, 80 column, 216 CPS draft, 54 LQ, 45dB quiet mode)

• Swift 200 **£186**
(24 pin, 80 column, 216 CPS draft, 72 LQ, 43dB quiet mode)

• Swift 240 Colour **£259**
(24 pin, 80 column, 240 CPS draft, 80 LQ, 43dB quiet mode)

• Swift Pro Jet **£299**
(80 column, 50 nozzle print, 360 CPS draft, 120 LQ, HP emulation 8KB buffer, 3 fonts, vertual lazer quality)

Chips and Spares

- WTS have sole distribution rights from Americas biggest Commodore chip distributor

▪ Workbench 2.04 Kit **£78**
(includes manuals, disks & chip)

▪ Kickstart 2.04 **£24**

▪ Kickstart 1.3 **£29**

▪ Kickstart ROM Swapper **£18**
(Swap between Kickstarts)

▪ Fatter Agnus 8372 **£29**

▪ Obese Agnus 8375 **£39**

▪ High Res Denise **£24**

▪ 1MB x 9 Simms (3 chip) **£29**

▪ 1MB x 4 Zips **£14**

▪ 8520 CIA **£9**

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WARRANTY: One year return to base (excluding chips).
ONE YEAR EXTENDED WARRANTY: Available on all products (excluding chips) at 10% of purchase price when ordering.

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The Secret Garden – the world's first reader ads page to be made into a movie. Unfortunately, not the sort of movie *we'd* go to see, hence the inappropriate pictures.

SOFTWARE

For sale: *Body Blows, Celtic Legends* – £15. *Cabal, Addams Family, Lotus 2, Final Fight, Alien Breed '92, Man U Europe* – £7. *Rainbow Islands, Pro-Tennis Tour, NZ Story* – £6. *Prince Of Persia* – £5.
Leo Cross
081 549 1615

For sale: *Apidya* £10, *Chaos Engine* £13, *Flight Of The Intruder* £10, *Assassin* £10, *Prince Of Persia* £5. *World Class Leaderboard* £5.
Pete Berry
0925 727155

For sale: *Chaos Engine, Body Blows, Zool A1200, Sensible Soccer '92/93, Putty* £12 each. *Project-X, Alien Breed '92* £6 each. All for £60.
William Roberts
0204 308874

For sale: Boxed originals. Over 100 as new between £2 and £8. Includes *Chaos Engine, Sensible '93, History Line, War In The Gulf* etc. Phone for full list.
Gavin Rogers
0322 669027

For sale: Ten games including *Chuck Rock 2* and *SF2* and others £15 to £1.
James Goodson
0785 814581

For sale: *F1GP, Another World, Epic, Robocod, Lemmings, Harlequin, Monkey Island, Putty, First Samurai, D-Generation, Parasol Stars, Hunter.* £80 the lot.
Ireo Ostacchini
071 607 8247

For sale: *Syndicate, Gunship 2000* – £15 each. *John Madden, Desert Strike, Wing Commander, PGA Golf, Assassin, Megamix, Jimmy White's Snooker, Space Crusade, Putty, Dune, Harlequin, Mega lo Mania, Their Finest Hour, Cruise For A Corpse, Crazy Cars 3* – £10 each. *Chaos Engine, Silent Service 2* – £12 each.
Johnathan Clifford
081 578 0112

For sale: *Monkey Island 2, F1GP, Lemmings 2* – £15 each. *Street Fighter 2* – £13. *Harlequin, Fire And Ice, Oh No More Lemmings* – £10 each.
Thomas Ewing
0803 294074

For sale: *Sleepwalker* £10. *Emlyn Hughes Int Soccer* £4. *Silent Service* £2. *Neighbours, First Division Manager* £4 each. All boxed originals £20 the lot.
Mark Welberry
0205 368022

For sale: *Indiana Jones And The Fate Of Atlantis. Lemmings* £10. *Deluxe Print* £12.
Andrew Hayes
0232 836613

For sale: *Populous 1* & *2, Utopia 1* & *2, Jimmy White's Snooker, Falcon 1* & *2, Castles 2.* £3-8 each or £60 the lot.
RM Stevenson
0602 260118

For sale: Boxed originals – Street Fighter 2, Space Crusade, World Series Cricket, Championship Manager, Populous 2, Sensible Soccer. £10 each or will swap.
Ravi
0234 346898

HARDWARE

For sale: Amiga 1200, 80 meg hard drive, second disk drive, hundreds of games. A bargain at £500.
Tony Walker
0796 472000

For sale: A600 with manuals, 18 games, joystick, £200 ono.
Darren Grounds
0642 762108

For sale: Sega Mega Drive, four games, two controllers. All boxed £120 or will swap for Amiga 600.
Darren Sapsford
0438 812965 after 5pm

For sale: One meg A500, two joysticks, mouse, disk box, 10 blank disks, two full price games, power supply, and TV modulator. £175.
Thomas Ewing
0803 294074

For sale: Philips 8833 Mk 2 colour monitor with leads £125 ono. Also *Kindwords 3* for sale.
Johnathan Colchester
0206 861191

For sale: A500 Plus, two joysticks, two mice, two power packs and all other accessories. With software for only £200.
Nick Daphu
021 551 7394 between 4-9pm

For sale: Action Replay Mark 2 for sale. With box and instructions £50.
Robert Penn
0628 527138

For sale: A500 with boxed meg upgrade. *Street Fighter 2* boxed. *Golden Axe, New Zealand Story, Bubble Bobble* and *Rainbow Islands.*
Johnathan Gibson
081 868 2717

For sale: Sega Game Gear with four games and adaptors. All boxed. Perfect condition, £100.
Ian Williams
0525 402994

For sale: One meg Amiga. Joysticks, mouse, TV tuner, utilities, 20-plus games, manuals. Boxed. £250 ono.
Ben Crystal
0407 762764

For sale: Mega Drive with six boxed games. Sell for only £220.
Richard Kay
0457 870748

For sale: Amiga 1500 for sale. £200 with software.
Eric Vermeulen
071 235 2682

For sale: Super Nintendo with Superscope and six shooting games. Also includes *Super Tennis F-Zero* and a carry case in excellent condition. Worth £300. Sell for £125.
Darren Price
0244 571360

For sale: Three meg A500 and 210 meg hard drive. Excellent condition.
Steve Dobson
0708 763563 after 6pm

For sale: A600, Colour Star LC200 printer plus joystick and extension disk drive. Loadsa games and other extras. Sensible offers please.
Johnathan Moorman
0371 856640

For sale: One meg A500 with £250 software (includes *Desert Strike, Monkey 2, Chaos Engine, Speedball 2*), mouse and joystick £250 ono.
Adam Whitter
081 540 9090

For sale: Mega Drive, six games, two controllers and a console stand – £165, or will swap for Amiga 600 with mouse etc.
Paul Hines
0268 556979

For sale: Mega Drive, six games, two controllers and a console stand – £165, or will swap for Amiga 600 with mouse etc.
Paul Hines
0268 556979

For sale: Amiga 600, two joysticks, one mouse, £600 worth of games – only £250.
Simon Smith
081 680 8443

For sale: One meg 600 with mouse, joystick and 10 boxed games. Only £200. No offers.
David Hobson
021 624 0810

WANTED

Wanted: *Lord Of The Rings,* with or without book. Will pay reasonable price.
Kate Nicholson
0375 677472

Wanted: *Pools Of Radiance* and *Eye Of The Beholder.* Clue books wanted also. Willing to pay top prices.
Ian Taylor
0252 877816

Wanted: Back issue of AMIGA POWER – no 17 Sept 92. Will pay cover price.
Martin Baker
0424 752702

Wanted: *A-Train* and *Populous 2.* I have *Lure Of The Temptress, Oh No More*

secret garden

Lemmings, F16 Test Pilot, FA18 Interceptor among others. Let's do a swap.
Nick Smith
0538 360297

Wanted: *Curse Of The Azure Knights* and *Death Knights Of Krynn*. Any price paid for original mint condition copies.
Mark Mountford
0782 260017

Wanted: *Syndicate, Desert Strike*. £10-15. Boxed, with instructions. *It Came From The Desert* £5 – same as above.
Matt Willis
0642 784704

Wanted: Original *Populous*. Boxed if possible. £2-5 depending on condition
Janice Balaam
0789 297814

Wanted: Disk accident means I will pay £5 for *Captive* saved at end of first mission (space station).
John Murray
0428 658574

SWAPS

Swap: *Lure Of The Temptress* or *Future Wars* for *Monkey Island, Darkseed* or *Legend Of Kyrandia*.
Mark Humphreys
0928 716042

Swap: Will swap *Sleepwalker* for *Bat 2* or *Nippon Safes Inc*. Boxed originals with instructions only.
Martin Harris
0522 695837

Swap: My *Gobliins, Mega Traveller 2, Populous 2, Crazy Cars 3, Ishar* for your *Might & Magic 3, Heimdall, Legend* or any good game.
Angus Brown
0224 621905

Swap: *Dark Seed, Lure Of Temptress, Championship Manager '93, PGA Tour, New Zealand Story, Powermonger, Thunderhawk* for *Apidya, Legend, Chaos Engine, D/Generation, Robocop 3, Heimdall, Captive, R-Type 2*.
Allan Brown
071 793 1185

Swap: *Epic* for *Zool, Exile* or *Oh No More Lemmings*. All boxed originals.
James Seymour
0400 72202 after 6pm

Swap: Will swap original *Populous 2* for boxed original of *Flashback*, or boxed original of *Oh No! More Lemmings, Kick Off 2* and *Final Whistle* for *Yo! Joe!, Pro Tennis Tour 2, Battle Isle*.
Johnathan Conradi
0276 472043 between 7-9pm

Swap: *Graham Gooch's Cricket* or *Monkey Island 2* or *Double Double Bill* for *Premier Manager* or *Championship Manager* or *Goal* or *No Second Prize*. Finally, *Platoon* for any budget game.
Daniel Lovell
0730 269269

Swap: *Street Fighter 2* for *Syndicate, Lemmings 2, Legends Of Valour, Gunship 2000* or an MD game.
Andrew Blayney
0342 322191

Swap: *Body Blows, Zool, Prem Manager*. Can swap for *Sabre Team, Flashback, Graham Gooch, 2nd Innings, PGA Golf, Project-X, Premier Manager 2*.
Gary Turley
0693 66428

Swap: *Crazy Cars 3* for the *Chaos Engine, Nick Faldo's Golf* or *Nigel Mansell's World Championship*.
Gareth Taylor
0629 548798

Swap: My *Special Forces (Is that anything like* My Little Pony? *– Ed)* for your *Gunship 2000*. No pirates please.
Mr M Ferris
0493 652429

PEN-PALS

Andrew
133 Beaufort Road
Southbourne
Bournemouth
Dorset BH6 5AX
Absolute game addict with A1200. Aged 11. Looking for friend with similar interests who has an A1200.

John
27 Teville Road
Worthing
West Sussex BN11 1UF
Amiga A500 and A1200 wanted. Interests, games, utilities, demos etc. 100% reply.

Alex
228 Broadway Lane
Throop
Bournemouth
Dorset BH8 0AE
Calling all Amigaloids/Amigettes 12-16 years old into games and/or AMOS. 101% reply. Write now!

Zeigh
77 Highlands Royton
Oldham
Lancs OL2 5HL
I have an Amiga 500 Plus. I would like pen-pals to exchange cheats and Amiga 500 Plus software.

Joachim
62 Rue Du Canal
Esch/Alzette
Luxembourg 4051
26 year-old A2000 owner seeks friendship with someone over the age of 20. Interests include graphics, raytracing and games. 100% reply.

Christopher
60 Ironlatch Avenue
St Leonards-on-Sea
East Sussex
England TN38 9JN
Contacts wanted worldwide interested in everything Amiga (programming, *DPaint*, games etc). 100% reply guaranteed.

Leon
Woodbury Rise
Malvern
Worcestershire
WR14 1QZ
Amiga contacts wanted. Send lists, disks, letters etc to me. 100% reply. Interests include tennis, rock music and reading.

Wayne
69 Ascot Road
Newton Heath
Manchester
M10 6TY
If you're female, 14 years old and like your Amiga write now. 100% reply (send photo if possible).

Graham
381 Fishponds Road
Upper Eastville
Bristol BS5 6RJ
13 year-old A500 owner and Queen fan *(Oh dear. – Ed)* looking for non-boring female of similar age who is not obsessed with Take That. No psycho-hose beasts please. *(Pardon? – Ed)*

Vivienne
Brydonean
Church Street
North Cave
North Humberside
England HU15 2LW
14 year-old girl. Interested in programming – A1200 owner, wants 14-17 year-old male pen-pal. 100% reply!

You can visit The Secret Garden for free – but no profit-making, public domain libraries, or any more Queen fans, please. Send your completed coupons to: The Secret Garden, AMIGA POWER, 30 Monmouth St, Bath, Avon BA1 2BW.

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WE'RE GONNA H GOOD TIME T

You know, it's been said on more than one occasion that here at AMIGA POWER, we're a bit negative. A bit grumpy. A bit miserable. A bit cynical, even. Naturally, such criticism wounds us deeply. Why, if you were to come down to the AP offices, you'd find out in a second just what a cheerful, jovial, always-joking bunch of happy-go-lucky lads and lasses we really are – we laugh all day in this office. Honestly, it can be quite painful sometimes, the way our sides keep splitting. You'd probably really like us, actually, and we'd end up being the best of chums and never forgetting each other's birthdays and everything. So anyway, what with it being nearly Christmas and all, we've decided to show you our other side – the positive, enthusiastic face of AMIGA POWER. And of course, being AMIGA POWER, we're not going to do it by halves. Over the next seven (count 'em!) pages, we're going to tell you the things we love about the Amiga and its games, and I'll just bet we're going to have a really great time doing it, too. Or we're all fired, apparently.

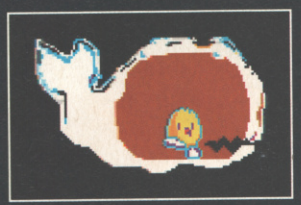
Call Me Ishmael – one of Blondie's more literary hits.

TOP FIVE END-OF-LEVEL BOSSES

It's always been a bit of a controversy whether end-of-level bosses are a good thing or not. One side of the argument is that they're the ultimate test of gaming talent, and the other, more cynical side is that they were originally developed for coin-op games to kill you off so you'd have to put another 20p in. Whatever your view, here are our favourite five, chosen for imagination, cuteness, or just plain meanness.

1. The dead rat from *Apidya*

Eeeww! This is gross on a whole number of levels. Firstly, of course, it's a dead rat, and what kind of sicko would want to see one of those lovely, cuddly, fluffy rodents dead, eh? Secondly, it's in a sewer level, full of toxic poisons and deadly cigarette smoke and all manner of unpleasant stuff like that. But thirdly, and most horribly of all, when you've blasted the corpse for a bit and you think you've got rid of it, all its skin falls off and three enormous maggots stick their heads up out of the body and start spewing bullets at you. It's disgusting.



Kiwis are a popular indigestion cure amongst large sea-going mammals.

2. The crystal whale in *New Zealand Story*

This boss, on the other hand, makes the chart due to its imaginativeness (er, for want of a better word, or one that actually exists in a dictionary at least). The first time you meet it, you'll spend ages blasting at it and trying to avoid it to no avail, until eventually it swoops down and swallows you whole and you think that you're dead. But in fact, you end up inside its mouth, dodging falling globs of digestive juices and blasting at the whale's epiglottis until you make it feel so sick that it simply disintegrates with queasiness. Brilliant.

3. The clockwork owl in *Videokid*

This one's just cute, okay?

4. Scarface from *Smash TV*

No boss chart would be complete without the hardest son of a titanium drillbit ever to be seen on a game screen. You encounter Scarface at the end of the adrenalin-drenched second level of this shoot-'em-up to end all shoot-'em-ups (forgetting, momentarily, that the Amiga version isn't actually very good), but no matter how much slaughter you've just hacked your way through, you won't be prepared for the sheer avalanche of orneriness you're about to face. He's fast, he's vicious, and he can soak up more punishment than your average army. Make a will.

5. The big purple sea dinosaur in *Chuck 2*

Masterful psychology here from the game designers – this cuddly big dino looks so downcast and sad every time you clobber him over the head with a wooden club, you really do begin to question your own motivation, and whether or not you shouldn't just leave the poor creature in peace. Then he eats you.

A HAVE A REAL E TOGETHER

TOP TEN SOUND EFFECTS

You know, playing computer games just wouldn't be the same without some irate relative hammering on your door and shouting "Turn that bloody noise down, it's driving me loopy!" because you've cranked up the volume to get you in the mood of the game. Sound effects do that to you though, they take the action off the screen and flood the room with it. We like big noises, and here are our faves, but that's not all. To further your enjoyment, we've gone to great lengths to replicate the sounds in our very own inimitable onomatopoeic style.

1. *Syndicate* shotgun: Puchhhm. Ka-Chak!

It's the retort that's sent a thousand innocent civilians and enemy cyborgs flying across the pavement. That bass-heavy gunshot, that clanking sound of a new cartridge being chambered – it really does give you a new and worrying perspective on the benefits of firearm ownership.

2. *Lemmings* splat: Blerrrr!

There's no more heart-rending sound than spending ages working out a hideously complex solution to a level and then hearing a lemming splat, then another. Then a dozen more. The sound of 20 or so stupid rodents tumbling to their messy demise means that all your time and effort has come to naught. You loser.

3. *Cannon Fodder* bleeder: Eeeer! Ohhhh! Eeeeee!

Once in a while, instead of a soldier doing the decent thing and just dropping dead, they lie around thrashing and moaning *(And sending us lawsuits. – Ed)*, and no matter how far you run away from them, you'll never escape their misery-laded moans. Track them down and take them out, otherwise their anguished cries will give you bad dreams. Powerful stuff.

4. *Dynablaster* start jingle: Du du du du, der der de de derrrr!

Why have none of you bought this game yet? It deserves to be in the top five for at least the next three years, is one of the most entertaining multi-player games of all time and certainly the only five-player game we know about. And it's got an intro jingle that's hard to get out of your head.

5. The crowd in *Sensible Soccer*: Reyyyy-aaahhhhhhhhh!

Football's not quite right without the roar of the crowd, and the *Sensi*-soccer horde do the game proud.

6. Tank victims in *Dune 2*: Aieeeeee!

Running over an infantry unit with a tank produces a remarkable cry of alarm. Try it. *(In real life, too. – Ed)*

7. Water in *Hired Guns*: Fooshhhhhhhh

It's gentle, flowing and almost soporific, but it can also hide the advance of killer puppies or detract from the fact that the water's so deep you're going to drown.

8. Crash in *Wings*: veeEEEEEERRRRRRR, KaboooOOOOOM!

Anyone who's seen any war movies will recognise this one, with the shriek of an engine revving out of control followed by that heart-breaking, life-taking crump. If only it wasn't you, huh?

9. Shooting a Bomber in *Defender*: Berrr-Didth

This arcade perfect coverdisk game from issue 26 even has all the same effects as the original. And it came with our humble mag. We feel so proud.

10. Engine ignition in *Knights Of The Sky*: Jer-dig-a-duth. Ber-um-id-dum

Okay, so it's a pretty terrible interpretation, but you try writing out the sound of a 1914 petrol engine spluttering into life before it sends a daring and courageous pilot roaring into the sky.

TOP SEVEN VIOLENT DEATH SEQUENCES

One of the most telling features of a good game is the sense of value you attach to your 'lives'. Games which give you a dozen ships or a seemingly-limitless energy bar are very rarely addictive, because there's no precarious living-on-the-edge tension, no real sense of overwhelming loss when you get killed. Another side of the same coin is that when you do die, a good game really rams the point home – it's a giant taunt, a direct challenge to your hardness. You've screwed up, pal, what are you going to do about it? Here's some of the death sequences that really make us want to throw our joysticks to the floor, them pick them right back up and teach those baddies a goddamned lesson.

1. *Overkill*

You hurtle screaming towards the ground, smoke billowing from your tail, you hit the dirt and bounce along a few times with a succession of sickening crunches, the pilot jumps out and legs it off the screen as fast as he possibly can, then the ship explodes into a million rainbow-coloured fragments. Make no mistake about it, mate, you're dead.

2. *Bob's Bad Day*

Bob is so nauseated by the poverty of your performance, he actually throws up right in your face. You can't let him down like this! Pull yourself together!

3. *Smash TV*

Eurgh! Eyeballs and training shoes all over the shop.

4. Jet Strike

Kind of like *Overkill*, except that you gouge a huge furrow in the ground as you go down deep enough to plant three tons of potatoes in.

5. *Speedball 2*

The sad face of the dead player bleeding on the ice as the stretcher-bearers come on to carry him off to the knacker's yard is possibly the most poignant sight in Amiga games today.

6. *Project-X*

Not spectacular, but the sudden, silent, powerless glide after impact followed by a smoke-trailing plunge off the screen is curiously moving.

7. *Defender*

The death of the *Defender* ship itself is a pretty powerful one, but the game's real *tour de force* comes when, through your unspeakable incompetence, you let every single one of your humanoids get killed or mutated by the evil Landers. You don't actually die yourself, though – it's the entire planet that gets it in the neck, in a shattering, mountain-range-destroying explosion that leaves you in no doubt as to just exactly how useless you are. The terrifying onslaught of Mutants that follows immediately afterwards seems like only fair punishment, really.

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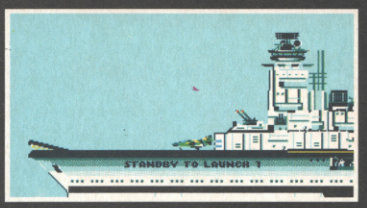

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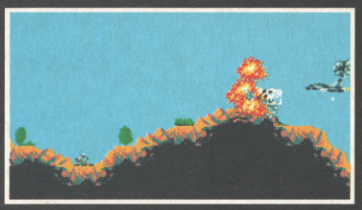

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TOP TEN BITS OF GAME SPEECH THAT WE USE IN EVERYDAY LIFE

Yeah, we know that it's an odd thing to do, but everyone's got to have a hobby, right? Being faced by computer games day after day, and bearing in mind our love of sound bites (see previous page) it's inevitable that some of this game culture should rub off on us. Be thankful it's just throwaway phrases we use to enrich our daily office banter and not, for instance, four of us wandering round Bath town centre with shotguns and long raincoats, blowing people away for "the good of the Corporation".

1. "Total Carnage!"

This triumphant cry from *Smash TV* has to be the best loved and most frequently used one of the lot, and although we're not sure if it appears in the rather poor conversion of the arcade original, we're not really bothered. It's a great non-specific thing to shout out whenever anyone spills their coffee, trips down stairs or just rubs their nose. Total Carnage, we love it!

2. "Node activated!"

Although not at first glance an easy phrase to drop into conversation, this classic sample from *The Chaos Engine* has all sort of exciting possibilities when you realise that no-one knows what a 'node' is. Switching on the lights in the morning can therefore be accompanied by a cheery "Node activated," as can channel hopping on the TV. Or putting some bread in the office toaster, even. As you can imagine, it's a non-stop party here on AP.

3. "Warning."

Pretty obvious this one. If you're slagging off Colin The Publisher when he's standing behind you, or some scaffolding is about to drop on your head, then shouting out this short but sweet sample from *Desert Strike* can save you from all kinds of grief.

4. "Land Now."

It's been stated that the husky female tones of the computer in *Uridium 2* make playing it one of the most profoundly erotic experiences imaginable, but thankfully not by anyone that we know too well. By pretending you are, if you will, an 'aeroplane' and that your seat is 'the runway' it's possible to use this phrase every time we sit down, but after a few goes, the joke wears a bit thin.

5. "I love you."

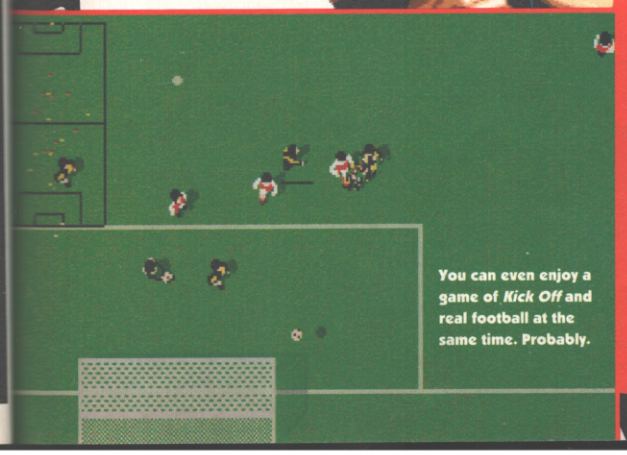
The giggling girls of that all-time classic puzzler *Gem'X* have always been firm favourites of ours, but once again, we have to work long and hard to get this phrase into normal conversation. Cam uses it all the time on Lisa, but she still won't go round to his flat for a nice meal and a bottle of wine.

6. "Bingo!"

Smash TV again, I'm afraid, but this one's so loud, brash and vulgar that Dave can't resist using it four or five times. Every hour. He's like that, you see.

7. "Good luck... you'll need it!"

Ditto for this one.



You can even enjoy a game of *Kick Off* and real football at the same time. Probably.

8. "Acknowledged! Moving out!"

A combination of two phrases from the truly excellent *Dune 2* that were originally delivered in firm and resolute military voices, but now usually precede a trip to the Max-Pax office drinks machine.

Warning! Warning! We love that sexy *Desert Strike* voice.

9. "Oh No!"

Again, a fairly simple one. This cry from *Lemmings* has all manner of uses, particularly when someone's failed to heed this chart's Number Three sound.

10. Martin Shaw's chortle (from out of *Run The Gauntlet*)

"Hi, I'm Martin Shaw, and if you wanna see action sports [CHORTLE!] this is the place to be." The sheer inexplicable nature of this intro from the Hit Squad's multi-event wacky sports sim is worth £7 of the game's £7.99 cover price by itself. Sadly, the gameplay isn't quite up to the remaining 99p, so don't buy it.

TOP SIX THINGS CHARACTERS DO WHEN YOU DON'T TOUCH THE CONTROLS

Project-X: You're alive. [BLINK.] You're dead.

It's one of the stranger phenomena of recent times that games seem to be designed to stop you playing them. Or, more precisely, to reward you for not playing them. Leave any half-decent platform game alone for 10 seconds these days without making your character do anything, and it'll suddenly take on a life of its own, performing all manner of little tricks and visual gags for your amusement. But – hey – it's not just platformers. These are some of the coolest consequences of catatonia in our book.

1. Hudson Hawk

A bit of a dull platformer, this one, but it wins a whole load of brownie points right back when you put your joystick down for a minute. After the usual foot-tapping and bored looks, Hudson starts to look a bit worried and beads of perspiration appear on his furrowed brow. Leave him for long enough, and the reason for his concern becomes apparent – a huge piano appears from out of nowhere and falls on his head, crushing him to death.

2. Cohort 2

Leave the controls of this Roman wargame alone for a while, and, miraculously, your soldiers will go ahead and win the battle without you. Lions led by donkeys, eh?

3. Oscar

Leave him alone for just a few seconds, and this cheeky wee chappie does a whole host of things. He pouts and pulls faces, whips out a Gameboy and moves around continually like a small child on a long car journey. Shame the game's not up to much, though.

4. Kick Off

Leave the controls alone, touch the controls a little bit, wrench the controls around until your hands fall off, what's the bloody difference? Your players still do exactly whatever the hell they feel like.

5. Project-X

You die very quickly.

6. Tam and Rit from out of Rodland

Surprisingly, in this cutest of cutesy games, if you leave the joystick alone for long enough, our two gorgeous little fairies actually produce an old-fashioned revolver in place of their magic rods, and start to play Russian Roulette with each other. If you still don't move the controls (and it takes a hard-hearted man to stay untouched by this point), the game progresses to its logical but horrific conclusion, when one of them gets their head blown apart and the player concerned loses a life.*

** (This isn't even slightly true. – Ed)*

JONATHAN'S TOP TEN VIDEO GAME BABES

With so many computer and console owners being spotty sex-starved adolescent boys with limited social skills, it's not surprising that game publishers often use hormones as the way to a punter's heart. We asked AP's resident testosterone-charged lust god Jonathan Davies to nominate the most successful efforts.

Othello – a game of sexual jealousy, brought to you on the Amiga by these *Back Sides* ladies. Oh dear, eh lads?

1. Kiki from *Gem'X*
"She loves me, apparently."

2. Doralice from *Fascination*
"Phwoar."

3. Zooz from *Zool 2*
"Zool, but dressed as a girl – surely every video-gaming boy's dream."

4. Sonia from *Indy 4*
"A fine, independent woman."

5. Anthemis from *Entity*
"Leather, whips, dinosaurs and magical powers. I think you know what I mean."

6. Elvira
"Would have come higher, but she's a bit, well, real."

7. The mystery girl from the beginning of *Ishar 2*
"She might have been just newly murdered, but..."
(Snip! – Ed)

8. Kate from *Back Sides*
"Especially in AGA mode, eh lads?"

9. Jane from *Back Sides*
"Nnnnggghhh."

10. Muriel from *Back Sides*
(Jonathan? Hello? Jonathan? – Ed)

Mistress Elvira – she lifts *and* she separates.

LISA'S TOP TEN VIDEO GAME DUDES

A token non-sexist gesture for our seven female readers combined with a joke at Lisa's expense. Hurrah!

1. Postman Pat
"I love a man in uniform."

2. Captain Furillo of *Hill Street Blues*
"I love a man in uniform."

3. The doctor from *Life And Death*
"I love a man in uniform."

4. The referee from *Manchester United Europe*
"I love a man in uniform."

5. The Fat Controller from *Thomas The Tank Engine 2*
"I love a man in uniform."

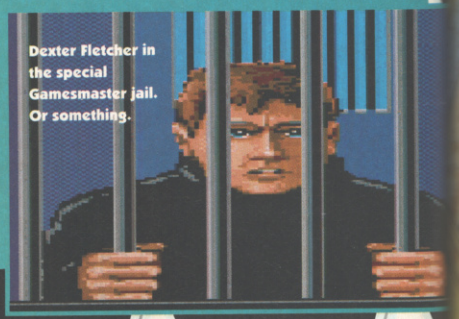
6. The barbarian from *Barbarian*
"Phwooar, eh girls?"

7. Dexter Fletcher from out of Gamesmaster
"Ooo, I think he's lovely, and he's real."

8. All the players from *Sensible Soccer*
"They must be all hot and sweaty at the end of the game"

9. All of the *Sabre Team*
"I love a man in a black jumpsuit and a balaclava."

10. The driver from *Out Run*
"He's got a big sports car."



Dexter Fletcher in the special Gamesmaster jail. Or something.

STUART'S TOP TEN GAMES THAT NOBODY ELSE LIKES

And I don't care, either.

1. *Asteroids*
"Possibly the greatest arcade game ever invented by human beings."

2. *Monster Business*
"A bizarre hybrid of *Dig Dug* and *Manic Miner*, and if you don't know what I mean by either of those, it's your loss. A great game."

3. *Burning Rubber*
"No-one else seems to have taken to this at all, but I think it's got an original and different feel all of its own, and that's great."

4. *Mr Do Run Run*
"Totally simple, totally addictive, and totally great."

5. *Plutos*
"It looks like a dodgy sub-*SEUCK* blaster, but it's actually great."

6. *Projectyle*
"Fantastic and confusing ultra-fast future sport. It's great."

7. *Dugger*
"A brilliant conversion of the ancient coin-op *Dig Dug*, with Amiga sound and graphics. Great."

8. *Anarchy*
"The only *Defender* game that even approaches being as good as the original, which makes it pretty great in my book."

9. *The Blues Brothers*
"Ooh, this one's great."

10. *Asteroids*
(Can we have the next category, please? – Ed)

Basically, if it's like *Dig Dug* in any way, Stuart seems to go for it.

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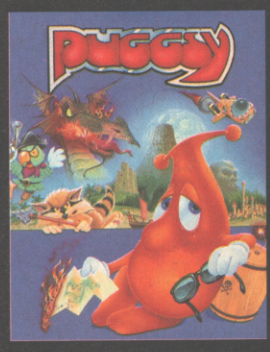

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PUGGSY WAS HERE

FROM THE UNITED STATES OF PSYGNOSIS

TOP 20 GAMES WE'D LIKE TO SEE MADE UP OF BITS OF TITLES FROM OTHER GAMES

It's often said that there are no truly original ideas left any more, and that all computer and video games are simply rehashes or combinations of existing genres. Here at AMIGA POWER, we'd like to see that trend taken to its natural conclusion, where even the names of games are just cut-and-paste jigsaws of titles of the past. How about this little lot for the Gallup/ELSPA Amiga charts of 1999?

1. Gunship Flashback

A platform adventure game in which a heroic veteran of the Vietnam war suffers unfortunate memory slips every time he sees a rotary fan or a food blender, and starts rocketting civilians from his Huey while out shopping at his local Sainsburys.

2. Sensible Heroes

"The forces of evil are overwhelmingly powerful – they've got hundreds of thousands of heavily-armed troops heading straight for Earth in a huge fleet of deadly light-speed battle cruisers and massively expendable alien robot drones. On the other hand, we've got one small and rather crap spaceship armed with a peashooter, which you might possibly be able to upgrade to a better weapon by picking up bits of debris from destroyed alien craft, if you're lucky. Will you save us?"

"Not a chance, squire. Call the SAS, because I'm off down the pub."

3. The Legendary Enchanted Crystal Shadow Curse Of Kyrandia Island's Secret Treasure

An adventure game.

4. Brutal Sports Rodland

Cleverly combining cute characters with long purple hair with shockingly graphic depictions of decapitation and bodily mutilation.

5. Street Fighter 2 Last Ninja 3

Two top beat-'em-ups can't decide which one's the hardest, so they decide to settle their differences with a game of football, which *The Last Ninja* wins with a hotly-disputed penalty in the last minute.

6. Bionic WWF Rainbow Daleks

In this cutesy comic Manga-style cartoon budget beat-'em-up, etc.

7. Kick Nick Faldo's Face Off

A gratuitously violent multi-sports sim, where the unfortunate English golfer is the victim of an angry gang of American spectators annoyed by his arrogant posturing, who ambush him in a bunker and set about him wearing sharpened ice hockey skates and football boots.

8. TV Sports Trivial Pursuit

Challenge teams of poorly animated sports celebrities in a contest where the questions are banal, stupid and of no consequence whatsoever. A moronic audience claps at the wrong moments and laughs at all the bland jokes. Hold on, haven't I just described BBC1's popular light entertainment TV show A Question Of Sport?

9. Sim Cannon Fodder

Oh no, hang on, someone's done that one already.

10. No Second Playtime

Noddy's fed up of his little yellow car, so he bunks off work and nicks a Kawasaki ZZR1100 from the car park of the local Waitrose. Ride at breakneck speeds through six thrill packed levels, but remember to look out for other road users such as Bertie the Bus, Postman Pat and Pugh, Pugh, Barney McGrew, Cuthbert, Dibble and Grub from Trumpton. Toytown will never be the same again!

11. International Dangerous Chicken Rampage

Self explanatory, really.

12. Graeme Souness Vector Backgammon

Backgammon with pieces shaped like oddly sharp-edged and jerky footballs and cheering crowds in the backgrounds. Yes.

13. Ivan 'Ironman' Stewart's Super Off-Road Backgammon

Backgammon across a texture-mapped 3D terrain, with pieces shaped like overpowered jeeps.

14. MicroProse Backgammon

A 1,300-page manual takes you through the history and tactics of backgammon, then you place the keyboard overlay which correctly identifies all 34 keys used in the game. Stereo sound accompanies stunning vector graphics as you fly your B17 bomber over an, um, giant backgammon board.

15. Quest For Glory 2 – Trial By Backgammon

In a primitive and backward alien society, justice is an abstract concept. In a scenario harking back to the days of witch-hunting on Earth, guilt or innocence is decided in front of the entire village in a boardgame showdown against one of the community elders. Victory proves guilt, defeat means innocence. Sadly, the penalty for losing the game is death.

16. PP Hammer And His Pneumatic Backgammon

More humorous platform antics. Based on backgammon.

17. Noddy's Risky Backgammon

The children's favourite pixie is a reckless player, frequently tempting fate in his titanic tussles with Big Ears by throwing all his pieces forward without regard for their safety and consequently spending much of his time trying to get them back off the bar while his opponent cruises to victory. Can you teach the little fellow to improve his game, or is he destined to be a loser for ever?

18. Oh No! More Backgammon

Guide green-haired backgammon pieces across hundreds of levels littered with traps and, er, things. Sort of.

19. Emlyn Hughes Military Backgammon

Um...

20. Cover Girl Strip Ba..– (Stop this right now. – Ed)

TOP TEN TITLES

Ask eight out of ten marketing people what the most important factor in selling a game to the gullible public is, and the chances are that 80% of them (and that's 6.4 people, stats fans) will say 'the name'. In a perfect world, your game would bear the name of some hugely popular film, sporting event or TV show of the time, all but guaranteeing colossal sales, but failing that, you've got to give it a title that's really going to seize the attention of the punters. Can you imagine the consumer resistance, for example, to going into the local branch of Toys 'R' Us and asking for *"A Really Hard Punch In The Face, Please* (by the Bitmap Brothers)"? Exactly.

1. Soccer Pinball

"It's soccer! It's pinball! It's soccer and pinball!" One day, all games will be named this way.

2. Midnight Resistance

We like this one because of the notion it conjures up of someone trying to actually 'resist midnight', King Canute-style. And also because of the self-perpetuating series of bad jokes it fathered amongst the readers of our sadly-departed sister magazine Your Sinclair. ("Fishnight Resistance: 'Not tonight darling, I've got a haddock'" raises a chuckle even today. You had to be there, probably.)

3. Dr Plummet's House Of Flux

Says it all really, doesn't it?

4. Obliterator

Now THIS is what computer games are all about. Destruction. Annihilation. And – yes! – obliteration. Brings a glow to our jaded old hearts, a title like that.

5. Deathbringer

Ditto.

6. Better Dead Than Alien

Likewise.

7. Zarathrusta

Thus spake the creators of possibly the most gratuitously pretentious game title yet, of their simple yet sinisterly effective *Thrust* sequel.

8. Everton FC Intelligencia

We're not making this up, you know.

9. Pang

There isn't enough onomatopoeia in game titles these days. Plus it makes us think of old Batman cartoons.

10. Bitmap Brothers Volume One

We were SO disappointed when we opened the box of this one and discovered that it actually just contained some nobby old games, and not three of the founder members of the Bitmap Brothers.

TOP SIX CRAP THINGS DONE BY COMMODORE

Marketing, eh? Wouldn't it be a good idea if Commodore had some?

1. Bringing out the A500 Plus and then denying responsibility for incompatibility problems and not doing anything to help, thereby alienating and annoying loads of loyal customers.
2. Bringing out the A600 as soon as the A500 Plus had established itself as the Number One Amiga, thereby alienating and annoying loads of loyal customers.
3. The CDTV.
4. Bringing out the A1200 and then almost immediately dropping the price by £100, thereby alienating and annoying loads of loyal customers.
5. Releasing the CD32 in a no-games bundle, several weeks before any software was available, thereby causing loyal customers to fork out £300 on a big grey paperweight, hence alienating and annoying them.
6. Not sending us one no matter how many times we asked them.

TOP FIVE VIOLATIONS OF THE LAWS OF PHYSICS

Wouldn't life be dull if computer games had to be realistic all the time? You bet it would. Still, some games take liberal interpretations of geological imperatives just a bit too far...

1. I Hang Suspended (In Nothing)

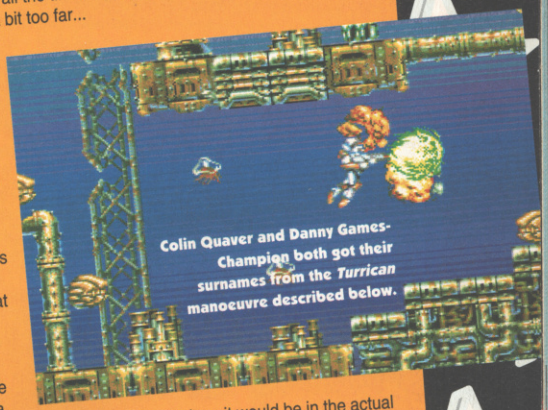
In *Blob*, platforms hanging in space, connected to nothing, doing nothing, achieving no purpose. How? And why?

2. Einstein Was Wrong – *F17 Challenge* Twists Time And Relativity

Your speedometer reads 300 km/h, but in half-an-hour's driving you only actually cover 20 kilometres. Clearly, the race is being watched from a spaceship travelling at fractionally under the speed of light. Or something.

3. Slow It Down

Wouldn't it be great if real life slowed down when there were a lot of things happening at the same time? It's a bit weird in *Sensible Soccer*, *Wiz 'n' Liz* or *Street Fighter 2*, but that's nothing to how it would be in the actual world. Imagine it – you're sitting in your house with a couple of mates having a bit of a chat, when the doorbell goes and three more of your friends walk in. Suddenly, it takes you five minutes just to get up and walk over to the other side of the room and everyone's voice sounds like a Dr Who bad guy with laryngitis. And as for a decent party, well, we're probably talking about the rest of your life. *(Unless you're as popular as me. – Cam)*



Colin Quaver and Danny Games-Champion both got their surnames from the *Turrican* manoeuvre described below.

4. The Incredible Moving Mount Fuji from *Prime Mover*

For more details on this bizarre geological phenomenon, check out the review on page 93.

5. The 'Curly Muffin' manoeuvre from the *Turrican* games

For this experiment you'll need to find a garage with a flat roof. Start off in the garage and run out, jumping up as you get to the open doors. As you sail upwards, turn round to face the garage and head back towards it, so that you end up on the roof. If you manage to end up standing on the roof, then congrats, you've successfully done a 'curly muffin', and defied the laws of ballistics by reversing your direction in mid-flight. It's hard (not to say impossible) but the guy in *Turrican* manages it on a regular basis. Incredible.

"IT TRIED TO LAY ITS FOUL EGGS IN MY MOUTH!" – TOP TEN GAMES INFLUENCED BY H R GIGER (THE ALIEN GUY)

Computer programmers, eh? They're *sooo* original.

1. *Darkseed*

Of all this lot, *Darkseed* makes no bones about admitting its Giger links, since the man himself had a lot to do with the game. Genuine Giger paintings were scanned in and used to make it a truly dark and sinister adventuring experience. The thing is, what goes on in this man's head? I shudder to think.

2. *Alien Breed*

The definitive Giger rip off, or more correctly, the definitive Aliens rip-off. But here's a question for you – Who designed the alien for the Alien films? You've guessed it, none other than Mr Scary Dreams himself.

3. *Turrican 3*

A typical homage in games is to include a creepy biomechanical level, which nods in the direction of The Man, but doesn't relate to him directly.

4. *Cyberpunks*

Hoo-hoo-hoo! Look everyone, it's a funny blobby, cute Alien!

5. *Alien Breed '92*

See *Alien Breed*.

6. *Giger Tetris*

No, really.

7. *Oscar*

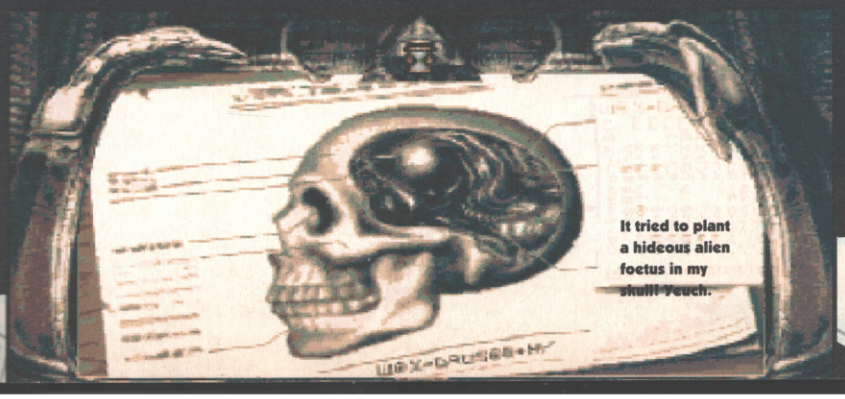
See *Cyberpunks*.

8. *Alien Breed 2*

See *Alien Breed '92*.

9. *Giger's Amazing World Of Backgammon*

(Stop that right now. – Ed)



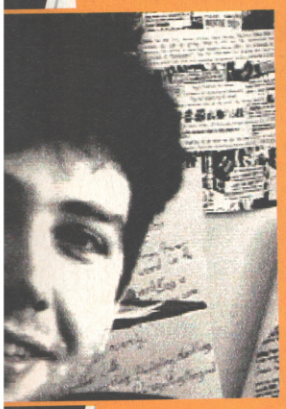
It tried to plant a hideous alien foetus in my skull! Yeuch.

DAVE'S TOP TEN LIBELLOUS THINGS WE'VE SAID BUT GOTTEN AWAY WITH

(Snip! – Legal Dept)

STUART'S TOP TEN EX-MEMBERS OF AMIGA POWER STAFF

"Ooh, I've seen 'em come and go in my time, y'know. As the only member of the AP team present since Issue One, I've watched all the to-ings and fro-ings of the ever-changing AMIGA POWER staff line-up. Tearfully I recall the Matt Bielby Golden Age, a smile crosses my face as I think back to the time Gary Penn ate a tin of dog food for a bet and rendered the office uninhabitable for an entire afternoon, I wince as I remember the frankly frightening fan mail Lisa Nicholls used to get from some of our, er, more enthusiastic readers. But that's enough of the past – what heights have all your favourite ex-AP staff scaled since we gave them their start in professional journalism?"



(Goodbye. I love you all. – Dave)

1. Matt Bielby

Ah, the Golden Age. Matt's a kind of avuncular King Midas figure to the rest of us, wandering from place to place working his spooky magic on magazines until they're all but perfect, then moving on to pastures new. After creating both AMIGA POWER and the wonderful Super Play practically single-handed, he was head-hunted by his own publisher to launch the already-amazing (and it hasn't even come out yet) PC Gamer. These days, we find it hard to believe he ever worked on the same magazine as any of us – we're simply not worthy.

2. Lisa Nicholls

It just isn't the same coming into the office in the morning and not finding it in knee-deep in flowers from starstruck admirers. Or, for that matter, having pages on which all the screenshots aren't set at a jaunty 10 degrees from the horizontal. As Art Editor of Super Play magazine, Lisa had the thrill of working with Matt 'Golden Boy' Bielby for a while before he left to do his PC thing, and although she's only on the floor above us, she has never returned to see us. Not ever.

3. Neil West

Professional jammy git Neil now reviews cutesy shoot-'em-ups from a beachside apartment in California, where he lives with a harem of beautiful women and servants who cater for his every whim. Every now and again he bangs off a column or two on his incredibly expensive Mac notebook and sells it to a worldwide syndicate of magazines for a colossal amount of money. We bet he misses his old AMIGA POWER days, though, even though he doesn't return our calls or reply to our letters.

4. Gary Penn

Gary, by contrast, hasn't done so well since leaving the fold. Once a veritable giant of the computing industry, AP's erstwhile Consultant Editor now ekes out a living as Project Manager for various big name games which probably won't ever come out (ref. *Batman Returns)*, and by writing increasingly bitter instruction manuals and show reports. We miss his world-weary cynicism, all the same, and Stuart misses that tenner he once lent him, when Gary popped out for, and we quote, "just a minute". None of us have seen him since.

5. Jacquie Spanton

Jacquie's tale is an especially sad one. Once one of AMIGA POWER's most talented art staff ever, the pressures of fame gradually took their toll on her over the early part of last year, and her work became more and more erratic. She worked increasingly irregular hours, which she fitted around ever-longer trips to the pub. Eventually, we had to carry her off in a confused and emotional condition and deposit her at the door of the Betty Ford Clinic, where she remains to this day. Sal has expressed a desire to mount a breakout for her old drinking buddy, but we think it's best to leave her alone until she's well again. Jacquie's one of the few ex-members of AP who would like to visit us, but sadly, several locked doors and a court restraining order prevent her.

6. Tim Tucker

Poor Tim. A confused soul at the best of times, the trauma of the fatal bus accident that ended his days with AP severed his last links with reality. Now the crudely-reanimated zombie cadaver who bears his name simply doesn't know where he is any more and wanders the offices of Future Publishing, absent-mindedly working for whichever magazine he comes to rest in that morning. After a short spell on jaunty AP tribute mag Sega Zone, he's now operating as Deputy Editor on the esteemed GamesMaster. Next week? Who knows?

7. Matthew Squires

Accident-prone insurance defrauder Matthew's legendary short attention span hasn't changed any since his game-reviewing days. Flitting like a butterfly from subject to subject, he was last seen on a magazine called Camcorder Plus, before finally giving up the publishing business altogether to go and work on a farm. We expect he's probably an astronaut by now.

8. Mark Ramshaw

Despite his oft-stated intense hatred of computers, games and kids, Mark now edits top-selling console pamphlet Sega Power in between trips to the beach and long hot nights wearing cut-off shorts in sweaty nightclubs. "It's more important to me than being the editor of a computer games magazine," he said, yesterday.

9. Tim Norris

Tim's going to be a dad, you know. I weep for the future.

10. Dave Green

First there was an AMIGA POWER Production Editor. Then there was another one of it. Then there was another one of that. Which was Dave. But now he's gone to seek his fame and fortune writing plays for Harold Pinter, or something like that. Visit our planet again sometime, Dave, won't you?

Death has not been kind to Tim...

TOP TEN PERIPHERALS

The Amiga's a fine machine in its own right, of course, but to make it the complete gameplaying engine, it needs a few power-ups. We say – an Amiga's not an Amiga without this little lot stuck on the back of it.

1. The Gravis Joypad

The saviour of the platform game fan. The Gravis is a nifty SNES-style joypad anyway, but the extra buttons which serve as auxiliary up and down controls, and hence provide fire-button jumping on games which otherwise require the nightmarish 'up-to-jump' system. Also especially good for those awful, awful 'up-to-accelerate' driving games, which are possibly even worse. Genius at work.

2. The Bug

Still the incomparable *Sensible Soccer* accessory, and perfect for everything except the fiddliest of platformers.

3. The Pac-Man joystick

Big, hard, and heavy enough to actually stick to your desk when you put it there. We never thought we'd see the day.

4, 5 and 6. The Spectravideo Freeflight joystick, Freewheel and Quickjoy Footpedal

In the few months since Steve joined us, virtual racing has becomes a reality. With his earphones cranking out the sound, he crouches before his souped up A1200 (complete with 4 Meg of Fast RAM) and whiles his days away in a fast and aggressive *F1GP* sort of a way. He reckons he's got the game as good as it can get, which is just as well really, because the computer's running out of add-on ports.

7. The one meg upgrade

Can you believe there are still some people out there who haven't got one? 15 quid! Get it together, for God's sake.

8. The null-modem link cable

Playing *Stunt Car Racer* or *Knights Of The Sky* against a friend is one of the greatest joys of Amiga gaming. Or life.

9. The external disk drive

We'd rather not imagine where we'd be without these babies. Disk-swapping is, we think, one of the biggest single reasons for the resurgence of the consoles.

10. The PCMCIA card for the A600 – I don't bloody think.

I've got this really groovy laptop, right, and it runs *Protext,* same as the A600, so I thought "Great, I'll be able to type files in on *Protext,* save them out to the smart card, then stick it into the PCMCIA slot on the A600, load up *Protext* and transfer them across – it'll be brilliant, I can get lots of work done when I'm stuck on trains and stuff and life will be wonderful. Hurrah!" Fat chance. The cretin who decided the two machines should use different formatting systems for a card that works perfectly on both machines, but not at the same time, should be taken round the back of our car park and kicked in the head until he dies. *(Steady on, Stu. – Ed)*

TOP TEN COMPO

Oops. We appear to have slipped back into our old ways just for a second at the end there. But hey, we tried. If you think you could be even more positive than us, though, why not have a go? Send your own top ten of favourite Amiga-related things in the same vein as the ones above to 'I'm Happy, I'm Happy, And I'll Punch The Man Who Says I'm Not', AMIGA POWER, 29 Monmouth Street, Bath, Avon BA1 2DL, and we'll award next month's top ten Amiga games to the best one.

The 3DO dream machine arrives

Trip Hawkins, The 3DO Company and Panasonic have defied their critics, launching the first 3DO multiplayer on October 4 as promised. But is it any good, and what of the UK launch next year?

So you want a 3DO?

There are already 3DO systems being bought on grey import. Companies including Raven Games, Dream Machines, Console Concepts, ACE and Krazy Konsoles are handling the machine, although stocks are low.

Current going price for an NTSC machine will vary from £700 to £850 which Krazy Konsoles are charging for specially ordered FZ-1s.

So far no-one has managed to pull a Scart signal off the machine, although [illegible] stay on PAL

First for news, first for reviews, first with **3DO**

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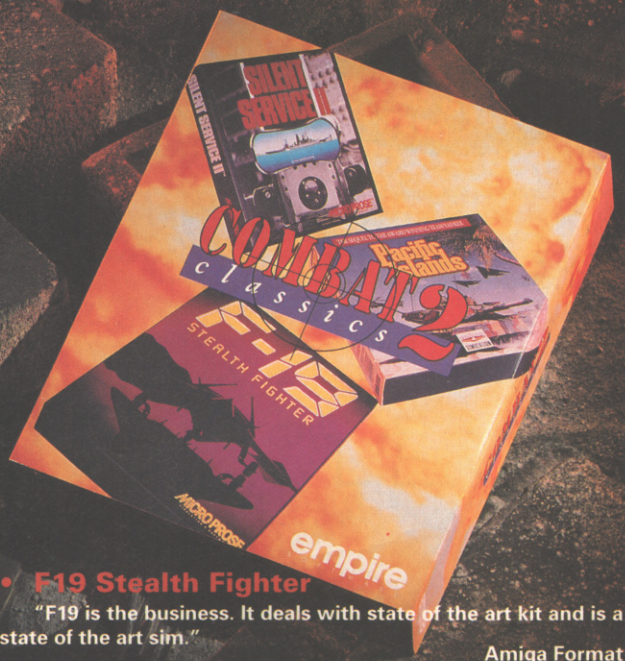

- **F19 Stealth Fighter**

"F19 is the business. It deals with state of the art kit and is a state of the art sim."
Amiga Format

"F19 Stealth Fighter is an excellent flight simulation."
PC Format

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- **Pacific Islands**

"Frighteningly realistic: Pacific Islands is like juggling with smouldering dynamite. Lose your cool once, and you're dead."
Amiga Format

"Pacific Islands is immensely rewarding. It's likely to keep wargamers and mere amateurs hooked to their final battle."
PC Review

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- **Silent Service II**

"An engrossing tactical experience. If only all sequels were this good."
PC Review

"The spirit of Silent Service remains unchanged, it is still hit and run, kill or be killed...superb."
Amiga Format

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SAY CHEESE!

Quavers, eh? We love 'em. Mmm-hmm. Yum yum. Yum yum yum yum. Yum.

You may think it's a bit strange to profess our love of crisps here in the middle of a games mag, but it's like this. A company called Microtime Media work ceaselessly night and day at product placement, and they're the brains behind putting Quavers star Colin Curly in two fantastic puzzley Amiga games – *One Step Beyond* and *Pushover*. A fine example of a marketing firm, some computer programmers and a comestible giant working together in perfect harmony, eh? Anyway, Ocean and Microtime Media and Walkers Smiths have all huddled together and come up with some great prizes.

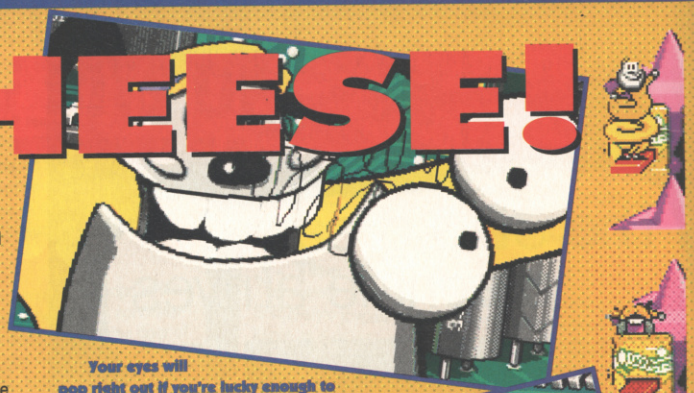
First Prize:
A month's supply (well, 30 packs) of Quavers and a copy of One Step Beyond (AP29, 87%)

Cor, not bad eh? Seeing as we're dealing with a delicious curly snack, we'd better set some cheese-related snack questions then:

1 I'm vacationing in Holland and want to play football with my new friends, Jan and Anna. Unfortunately I have no ball, and the only shop open is a dairy produce vendor. Now, which spherical, wax-covered Dutch cheese could we use as a substitute football?

2 I'm travelling through France and have stopped off at a camp site. My brand new pals, Jean-Paul and Chantal, would like to play frisbee, yet we have none. Mon Dieu! Which soft, flat French cheese would be an ideal substitute plastic throwing disk?

Next Four People:
A copy of One Step Beyond (AP29 again, still 87%)



Your eyes will pop right out if you're lucky enough to win a month's supply of Quavers!

3 Back at home again, and I'm installing a new bathroom. Halfway through the job, I run out of silicon sealant for the edges of the shower unit. What brand of cheese spread that comes in tubes would I be able to finish the job with?

And Then Another 15:
A copy of Pushover (AP14, 79%)

Send your entries on a postcard or the back of a sealed envelope to Yes We Are Quite Aware That Quavers Are Also Available In Salt And Vinegar Flavour Nowadays, 29 Monmouth Street, Bath, Avon BA1 2DL, to reach us by Jan 1st, 1994. And anyone from Microtime Media, Walker Smiths or Ocean who enters will be deep fried and coated in a variety of delicious flavourings. So there.

GET YOUR KITS OUT!

From the folks who wrote *Championship Manager '93* (published by Domark, reviewed by Tim Norris, given a whopping 80% in issue 27, say no more) comes *Championship Manager Italia* – pretty much the same idea, only with a distinctly Italian flavour. Intriguingly, Domark aren't going to be publishing this one, though, so the lads at Intelek Software have asked us to mention that it's available direct from them via mail order, by sending just £17 (including post and packing) to Intelek Software, PO Box 1738, Bournemouth BH4 8YN. Consider it mentioned, guys.

WIN!
Complete English and Italian football strips!

Now, as a magazine with a self-professed 'attitude', we don't go round helping out software companies unless there's something in it for you, our readers. And this time the 'flip-side' of the deal (if you will) is that they've foolhardily agreed to provide ONE lucky compo winner with both an English football kit AND an Italian one AND a copy of their game into the bargain. Oh, and there's ten top copies of *Championship Manager Italia* for the runners-up. And all you have to do is answer the following fairly-easy-actually Going-For-Gold-style Euro-quiz questions. Let's do it!

1 I have played for Newcastle United and Tottenham, but now work for the Italian club Lazio. I am most famous for breaking into tears on the pitch, and am one of the world's best-known Geordies. I am not, however, Jimmy Nail, from out of Spender.

WIN!
10 copies of Championship Manager Italia!

2 I am a famous British character actor, and I once said "I told you to blow the bloody doors" in the 1969 caper movie, The Italian Job. I wear glasses, and, in case you're wondering, it was about a football match in Turin. The film, I mean.

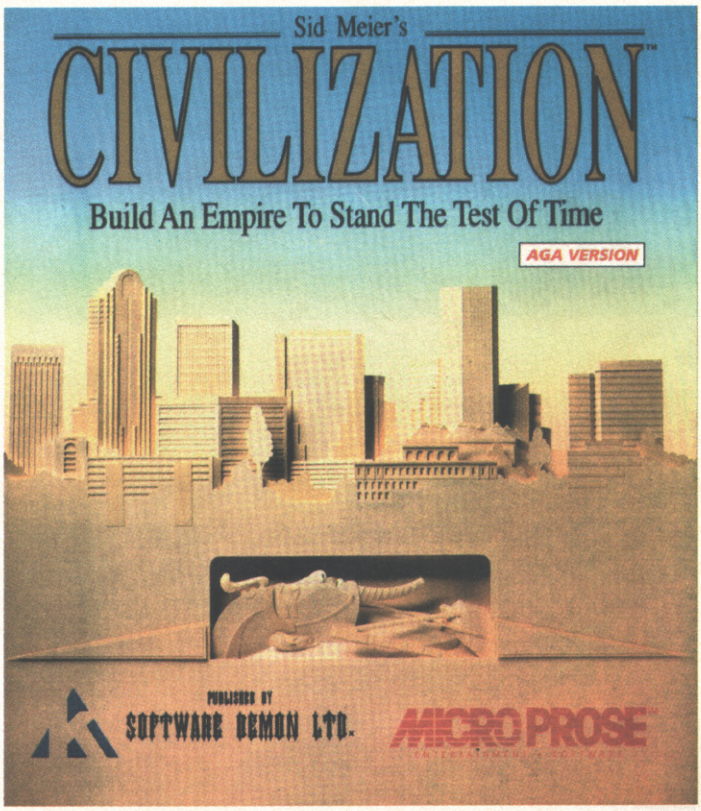
3 I am the only UK Number One hit that Manchester-based glum pop act New Order have ever had. I have a terrible video (featuring The Comic Strip's Keith Allen) and what is widely regarded as the worst ever rap by a professional footballer.

Send your entries, on a postcard please, to Ozzy Ardiles/Kenneth Branagh/Blue Monday Competition, AMIGA POWER, 29 Monmouth St, Bath, Avon BA1 2DL, to arrive by January 1st 1994. All the usual rules apply. Etc.

As far as we can make out, *Championship Manager Italia* is going to be pretty much the same as this, only with Italian teams and leagues instead of English ones. Obviously.

"Hey you! Yes you! Don't forget to use the postcode to help out your postman. Cheers."

Exactly how many awards will it take before you own a copy of Sid Meier's Civilization?



Winner!
Best Consumer Product 1991

Winner!
Best Entertainment Program 1991

Winner!
Best Strategy Program 1991

Winner!
Most Original Game 1992

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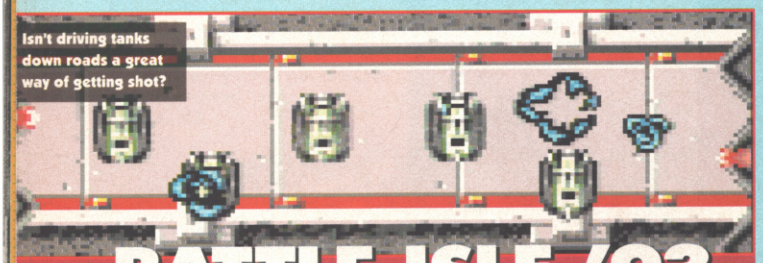


BATTLE ISLE '93

(Blue Byte)

War may be hell, but warfare, it has to be admitted, is a pretty cool recreational activity. That's how Cam introduced his review to *Battle Isle '93* before going on to tell you how this was more of an upgrade than a follow-up (that's due out later), how this is a wargame that actually works (simple controls, no Yellow Pages-sized manual to plough through, almost entirely tactic-deciding-based gameplay) and how much he actually liked the thing.

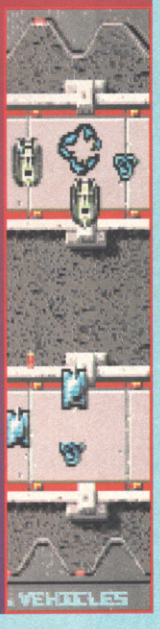
What, of course, he failed to include was a list of the passwords (to get you to the further levels) to which once again the responsibility falls to me. Thanks to C Ward of Birmingham for helping me out with this one.

Player One:

Level 1 – LUMIT
Level 2 – LUNAR
Level 3 – LUTOF
Level 4 – SONIX
Level 5 – SOWYN
Level 6 – SOSOO
Level 7 – SONAF
Level 8 – RACHE
Level 9 – RAMPE
Level 10 – RANGG
Level 11 – FILMO
Level 12 – FIEST
Level 13 – FINXT
Level 14 – EBENE
Level 15 – EBSYL
Level 16 – EBONY
Level 17 – EBTAR
Level 18 – KARST
Level 19 – KANTO
Level 20 – KAROT
Level 21 – KAISR
Level 22 – SYBIL
Level 23 – SFINX
Level 24 – SYNOM

Player Two:

Level 1 – LUDOS
Level 2 – SONNE
Level 3 – SOTEX
Level 4 – RASEN
Level 5 – FISCH
Level 6 – EBTON
Level 7 – KABEL
Level 8 – SYTAX.



ALIEN 3

(Virgin)

Go to the option screen and select hard and six credits. Then, pressing the **SPACE** and **N** keys simultaneously in the game should propel you up a level. Or at least, they should according to Mark Males of Kent.

Hey Ripley! Hair cuuuut! Haircut, haircut, haircut!

TRANSARCTICA 1200

(Silmarils)

All aboard for the solution to the France's most bizarre post-apocalypse train-management sim! (Although it's been worked out on the all-new and improved A1200 version, it should be pretty relevant to A500 owners too.) Anyway, it's from CJ Braamhaar of The Netherlands, who hopes (as I do) that enough people will find it useful to warrant the effort of typing it up in the first place.

First, turn off the train combat. Let the computer calculate the results. If you have plenty of soldiers then don't worry! You will win most of the time. If you have cannon and machine-gun cars, spread them evenly through the train, which should take care of any enemies heading in your general direction.

Stay well supplied! This is very important. Buy one or two additional tenders to store all your coal. Now buy (or pilfer) some XL merchandise cars and you're in business. Throughout the game it is imperative that you continue to trade. No trade equals no money. No money equals no cars. No cars equals no train. And no train and you lose!

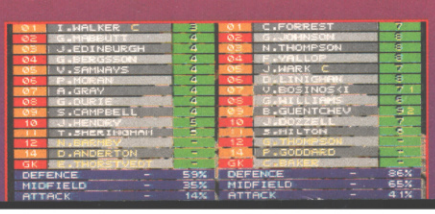
Start by transporting some wood from Helsinki to Amsterdam. If you've made a profit, buy a crane and some tank cars, and ship alcohol from Amsterdam to Copenhagen. Buy some prison cars (preferably XLs) and go to Louxor and pick up some slaves. When a mine opens, go to it. Anthracite mines have priority over lignite mines (you can always trade for

CHAMPIONSHIP MANAGER '93

(Domark)

Being personally responsible for The Last Resort as well as this section of Complete Control, you wouldn't believe how many letters such as "In *Championship Manager '93*, which are best: old or young players?", "What, in *Championship Manager '93*, is the best formation to use?" and "Have you got any other general advice for *Championship Manager '93?*" clog the postbag each month. None, in fact, but (call me paranoid) I live in a constant dread of the things uncontrollably billowing through the AMIGA POWER cat-flap. "Do it to them before they do it to you," has always been one of my favourite mottos, so (to put my mind at rest more than anything) here's a complete guide compiled from Paul Sammut of Manchester and Lloyd Garner of Sudbury.

Hey, cool! This looks like a game I could get into quickly!



1 On a one-player game, still pick two teams – one for yourself and one with good players and lots of money. Now in the pre-season you will be able to buy their good players for little cost and in return sell them your rubbish ones.

2 Although old players are likely to retire after a couple of seasons, their low cost and high abilities still make them a wise investment. The use of mature premier league players (such as Gary Mabbut) will help you rise up from the lower divisions.

3 High performance youngsters are also worth signing up. A good way of improving them is to bring them on a sub when your team is a few goals up. They will invariably get a good rating which will increase their value for the future.

4 Actually, the best thing to do is to buy young players to cover for the positions held by the old players (27+). When decline for the old guys seems imminent, you can sell them off to a suitably gullible club before their values fall – by this stage the young player should be experienced enough to take over.

5 In a two-player game, if a computer team expresses an interest in one of your players then get your human counterpart to approach to buy (but don't

ONE STEP BEYOND

(Ocean)

Quick work here from BJ Ahmed of Nottingham who felt no shame in writing down and sending in all 99 codes for Ocean's great new puzzley game. And let's not forget to mention Quavers as well, eh?

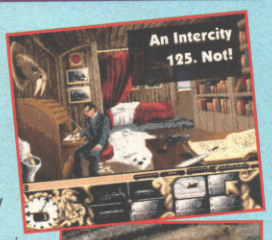
Level 2 – 39943
Level 3 – 22881
Level 4 – 62824
Level 5 – 20169
Level 6 – 17457
Level 7 – 37626
Level 8 – 55083
Level 9 – 27173
Level 10 – 16720
Level 11 – 43893
Level 12 – 60613
Level 13 – 38976
Level 14 – 34047
Level 15 – 07481
Level 16 – 41528
Level 17 – 49009
Level 18 – 25001
Level 19 – 08474
Level 20 – 33475
Level 21 – 41949
Level 22 – 09888
Level 23 – 51837
Level 24 – 61725
Level 25 – 48026
Level 26 – 44215
Level 27 – 26705
Level 28 – 05384
Level 29 – 32089
Level 30 – 37473
Level 31 – 04026
Level 32 – 41499
Level 33 – 45525
Level 34 – 21488
Level 35 – 01477
Level 36 – 22965
Level 37 – 24442
Level 38 – 47407
Level 39 – 06313
Level 40 – 53720
Level 41 – 60033
Level 42 – 48217
Level 43 – 42714
Level 44 – 25395
Level 45 – 02573
Level 46 – 27968
Level 47 – 30541
Level 48 – 58509
Level 49 – 23514
Level 50 – 16487
Level 51 – 40001
Level 52 – 56488
Level 53 – 30953
Level 54 – 21905
Level 55 – 52858
Level 56 – 09227
Level 57 – 62085
Level 58 – 05776
Level 59 – 02325
Level 60 – 08101
Level 61 – 10426
Level 62 – 18527
Level 63 – 28953
Level 64 – 47480
Level 65 – 10897
Level 66 – 58377
Level 67 – 03738
Level 68 – 62115
Level 69 – 00317
Level 70 – 62432
Level 71 – 62749
Level 72 – 59645
Level 73 – 56858
Level 74 – 50967
Level 75 – 42289
Level 76 – 27720
Level 77 – 04473
Level 78 – 32193
Level 79 – 36666
Level 80 – 03323
Level 81 – 39989
Level 82 – 43312
Level 83 – 17765
Level 84 – 61077
Level 85 – 13306
Level 86 – 08847
Level 87 – 22153
Level 88 – 31000
Level 89 – 53153
Level 90 – 18617
Level 91 – 06243
Level 92 – 24851
Level 93 – 31085
Level 94 – 55936
Level 95 – 21485
Level 96 – 11885
Level 97 – 33370
Level 98 – 45255
Level 99 – 13089
Level 100 – What, and spoil all your fun?*

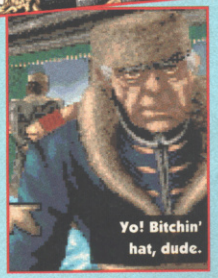
** (Oh alright then, you've twisted my arm. It's 58344. – Ed)*

lignite) and get as much as possible.

Now go to Turin – slightly north of which is an apparent dead-end. Drive down the track, and locate the special location at the end. Note the number you are given, and head for Rum, north-east of London. You'll need to buy a bridge, buy the drill and place it up front before making for the special location below Taoudeni (near the starting point). At Baku (93.43) purchase a harpoon and stick it down in front of the drill. Drive onto the bridge north of the Leeds Station workshop and the monster will be killed. You can now enter the workshop, snaffle the harpoon and drive back over the bridge you just cleared. Then go onto the next bend and set all the switches for the dead end on the next side.

DO NOT GO ANY FURTHER! The railroad ahead is mined. Make sure that you have rails and at least five line inspection cars to send out in front. As soon as the track blows, head off to repair the thing, and send out another line inspection car. Repeat this procedure until you reach the (invisible) station at the dead end near Turin, and you will be rewarded with a Geiger counter. Go to the 'Spies' option, and put a spy at every tunnel entrance. Put the reminder above Kiev. As soon as one of your spies finds a building, have him let off his dynamite. You will now get a message that the passage to the Gycode (your mission objective) is clear. Go to Omsk, buy an additional boiler, then go to Delhi. Make sure you have an awesome combat train. Head into the mountains using the tracks that leaves from Delhi. Drive down to your goal, sending line inspection cars in front for safety. And that, as I am bound to conclude, is it.

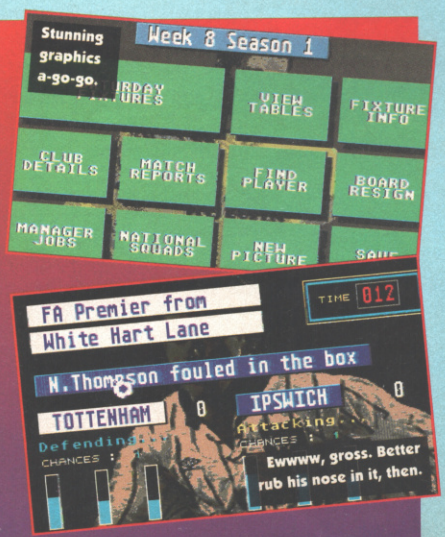




actually bid). This will make things nastier for the cash-wielding computer team in question.

6 The best formation to use is 5-3-2. The use of three central mid-fielders is the important factor, as your success in the game is virtually dependent on the strengths in this position. (As the success of Inca, Keane, McClair and Robson goes to show.) You should have five or six decent mid-fielders in your squad and alternate them to maintain fitness. Use variations in strengths also; where you might have all players with Pace and Passing, it is wise to blend your flair players with your hard tacklers.

7 Use a sweeper who is good at passing, heading and creativity. Push forward on the full backs for extra width and remember their distribution skills are perhaps even more important than their tacking abilities. This type of team suits the counter attack and pass to feet approach and is always successful. Hey – who'd have ever thought it possible to win the European cup with a team such as the unremarkable Bristol City?



BODY BLOWS

(Team 17)

Writing introductions can be a tricky business at times, so imagine how delighted I was to find that James Forbes of Hants had already introduced his tips with just the sort of witty, innovative and intelligent style that I strive so hard to constantly maintain. Take it away, James.

"Here are some tips on how to beat most of the characters. If you play the game using Loray, here is how to beat your enemies:"

Cossak

Despite Cossak's strength, he is very slow. A constant barrage of Flame Of Buddha will take care of him, until he gets too close at which point you should position yourself right up against him and then try an Arrow Hand or a Super Kick to take him out.

Maria

The Flame Of Buddha really is a godsend, isn't it? However, it isn't quite as effective on Maria as on other characters, because she moves about too much. You may need to get in close, beat her to the ground and tie-in the Arrow Hand with various other moves.

Yit–U

One of the hardest guys to beat is our Yit-U. Make sure you get into him immediately and use the Floor and the Arrow hand. If he does manage to get away then do a low block until he has done his special move. If you can it is always best to get him into a corner and get his legs.

Mike and Junior

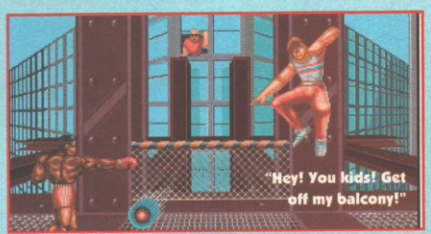
Get them on a corner and kick their shins in!

Ninja and Dug

Provided you keep your distance, the good old Flame Of Buddha should see these guys through.

Nick and Dan

The Flame Of Buddha? Why not, eh? It"s worked before. Ensure you block their energy bolts, though.



DON'T FORGET

Don't forget to send me some of your finest tips for next month, and, indeed, every month following that. (Don't try sending me any for this month though – you're too late for that.) I'll be waiting with bated breath at: Complete Control, Amiga Power, 30 Monmouth Street, Bath BA1 2BW, busily sorting out some top software prizes for anything we particularly like.

NIPPON SAFES

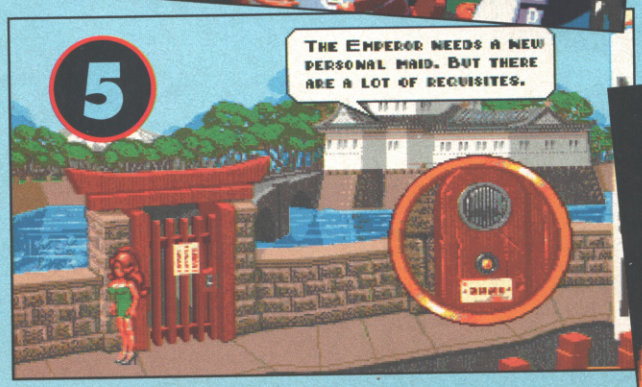
Joe Humphries joins forces with failed 'actress' Donna Fatale in the second part of our guide to oriental intrigue.

Greetings, deficit-generating Westerners! Your protectionistic tariffs and economic jingoism will never obscure the fact that archaic management techniques and shoddy workmanship have caused consumers to eschew your own country's products in favour of our own. Oops, sorry, got a bit carried away there. Anyway, you join us a fair way into *Nippon Safes*, with Dino having acquired super strength from some beans and Doug winning big-time in a Pachinko hall.

So, who's missing from the trio? It's that unsuccessful actress and night-club 'entertainer', Donna Fatale. You can select her at the beginning by entering the characters: Na-Ra-Ki-Wa-Ra-Ho. And away we go!

1 Like Doug Nutts, Donna starts off outside the prison and the first problem is getting her into town. So, after talking to the guard, walk left two screens and pick up the mustard which is at the back left of the hot-dog stand.

2 Keep walking to the right and pick up the sign at the very end. Use the sign on all the screens where cars pass to the right until you get a lift into town. After being dropped off, exit to the right into town, go down and take the small lane on the right.



3 Keep rooting around in the rubbish until you find the bowl which is actually a perfume container. Go back to the square, go down and enter the Hot Sushi bar.

4 Once inside talk to the strange guy sitting on his own in the corner. He'll tell you about your mission. Talk to the barman and then Max and Kos, choose the bottom option and then exit the bar after the conversation.

5 Walk left into the street (not the Metro) and left again to the Emperor's Residence. Look at the sign and then the intercom to find out about the job vacancy. Enter the park by taking the right entrance which is just above the way you came in.

Every Dog Has Its Day

6 The Park acts very strangely in parts as it has a habit of changing the viewpoint at certain intervals, so watch out. Keep walking to the right until the view changes and then walk to the left until you meet the hot-dog seller. Buy the two hot-dogs and then keep walking to the left until the view changes again!

7 Walk to the right and pick up the saw which you'll find next to a tree two screens before the fountain. Once you arrive at the fountain fill up the bowl/container for later use. Then keep going until you exit at the far right.

8 Go back to the Hot Sushi bar, and use the mustard on the hot-dogs (keep trying – it does work eventually). Then give them to Max and Kos. Step outside the bar and go up back into the square. Talk to the Geisha to obtain information about the tea house in the Kinza district. Buy a ticket from the newspaper seller and then go back down and enter the Metro which is opposite the Hot Sushi bar.

9 Insert the ticket into the machine to gain entry to the underground train. Once at the other end, read the poster which is on the opposite wall. This is the cue for Dino to enter the screen. Talk to him and convince him to enter the competition. Go back to the Shou district using the same train pass.

10 Go left out of the Metro into the street. The shopping centre doors are now open. Take the perfume up to the customer service and ask for your money back. You should now have 200 Yen.

11 Go back to the Newspaper stand and read the Sumo magazine. This new information allows you to buy a ticket to the Tozaiku district. Return back to the Metro and go to Tozaiku.

12 When you arrive go into the Eternal Rest Hotel. Talk to the porter and ask to write a message. Look at the message to find out the room number of the Sumo wrestler. Use the pen (which you will now have) on the telephone and let the porter know that his moped has been stolen.

13 Once he is out of the way use the lift. Get out at the other end and enter the door on the left. Hit the mouse button to get past the tacky FX. The Sumo wrestler now won't be strong enough to win the competition.

14 Enter the Metro and go back to Kinza. At the other end speak to Dino to get the money. Talk to the Geisha to go on the tea course. After completing the course go back to Shou, exit the station and go left twice to get to the Emperor's Residence.

15 Use the intercom to get in. Once inside go into the hall and pick up all three of the knick-knacks. If you open the cabinet below you'll be able to see a safe. Leave the building again, using the key. You are now 50 percent through the adventure.

16 Go back to the square and go up – the museum door will now be open. Once inside the museum go upstairs and cut off the Emperor's hand using the saw. Go back to the Emperor's Residence and use the key again to get in.

17 Go left to the hall and use the saw on the safe to open it. Take out the contents and read them. Exit the Emperor's Residence again and, on the way, talk to the guard.

18 Go back to the square and go right into the lane. You can now enter Doug's house. Leave the house, go back to the newspaper stand and pick up the poster that is pinned there.

Well, that's your lot for this month. Coming up next time, the final part of *Nippon Safes*, when all these different threads will be drawn together into a final and satisfying solution. Maybe... ●

ISHAR

If you're reading this and you're still in one piece, pat yourself on the back. By now, you'll have retrieved a necklace from a big bad badgering bully of an orc. Not to mention the handing out of a severe hiding to a bunch of murdering vagabonds. The chieftain of the village has given you access to his boat. And this is where we start off from now.

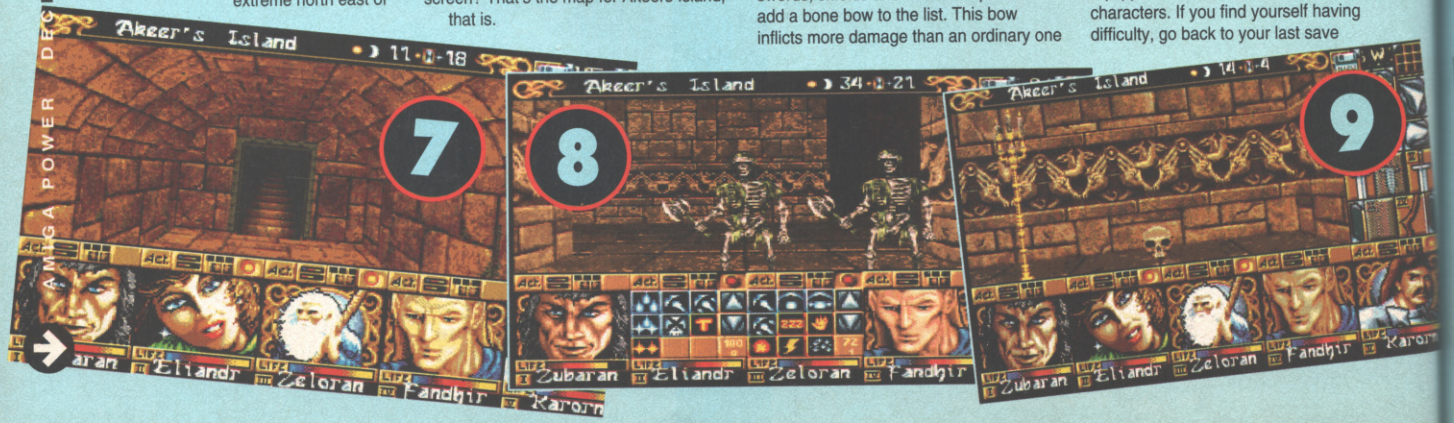
1-2 Board the boat at the harbour and head to Zach's Island. You do this by clicking on the city map's harbour. Once here, head to the extreme north east of the city. You know you're at the right place when you see a Minstrel. He'll ask you for some spare change. Just ignore him, these people are parasites and the scum of the earth. In fact they should be wiped off of the face of the earth with riot police and water cannon.

3-4 Enter the library. A short message will appear to keep you happy while you wait. Amazingly, magically and mystically, the esoteric forces of the digital disk drive has just whisked in an extra piece of your map. Go on, look at it. See that little extra piece on the bottom right hand corner of the screen? That's the map for Akeers Island, that is.

5 For the moment, your work is finished in the city. The next section is pretty tough however. Work your way through the city. Familiarise yourself with it and while you're familiarising kill as many thugs and thieves as you like. The thugs like those in Picture 5 always leave behind a bag of money. This is necessary in order to build up your collective monetary funds. Do not on any account attempt to enter the upcoming crypt at Akeer's island without some heavy firepower.

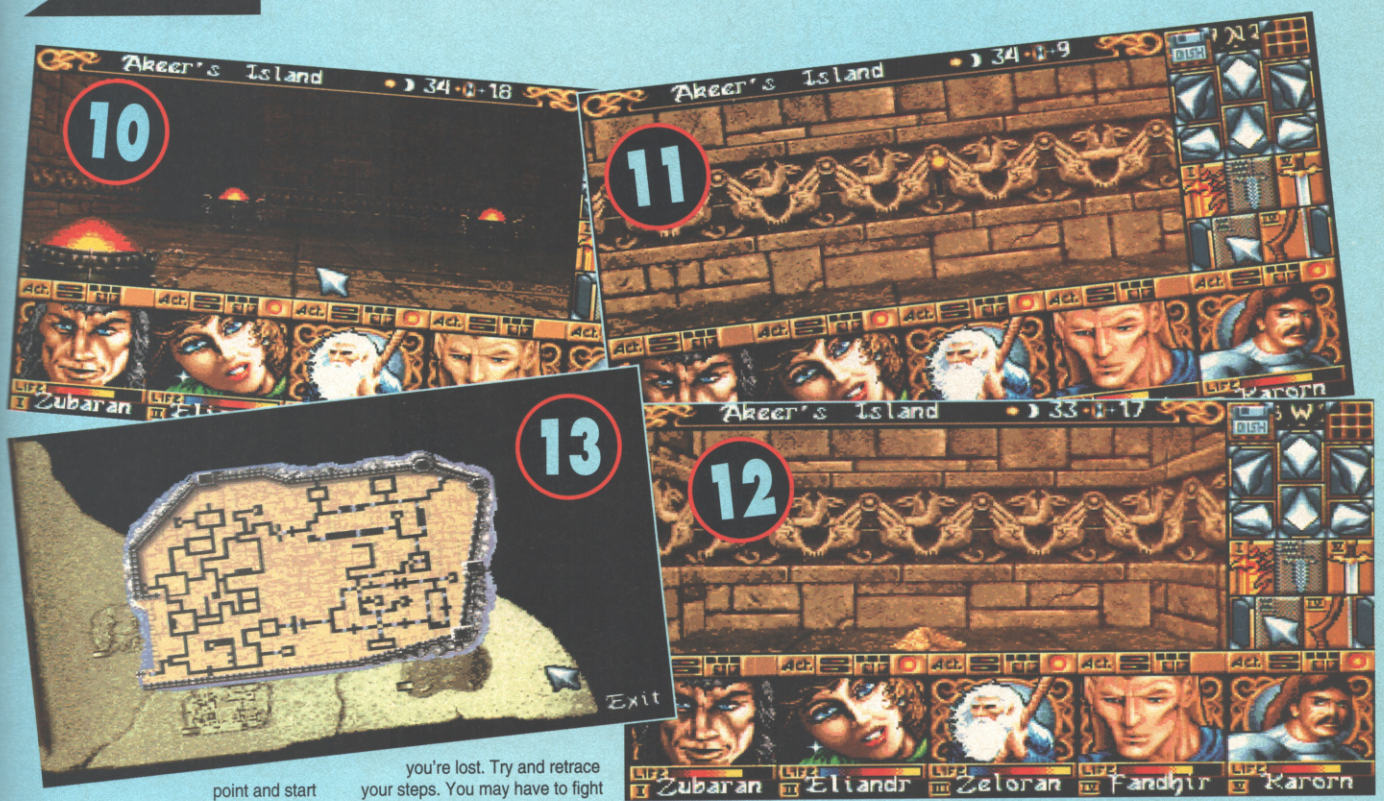
6 You'll recognise the armour shops by the whopping great anvils parked atop their doors. Arm up with superior swords, shields and armour. If possible add a bone bow to the list. This bow inflicts more damage than an ordinary one and is thus a desirable item in any self-respecting archer's inventory. Stock up on food and arrows. Ensure that everyone is carrying their full load of aforementioned items. Replenish physical and psychic energy levels to max.

7-8 Head for the harbour and depart for Akeer's Island. On arrival here, keep travelling to the east. Remember the old rhyme about sticks and stones. Well, just remember that you've got swords, arrows and spells, so use these on the dirty old skeletons you'll encounter instead. You'll soon know whether or not you are adequately equipped. The skeletons are pretty tough characters. If you find yourself having difficulty, go back to your last save



2

***Ishar 2*, 2. That's part two of *Ishar 2*. The one that Steve McGill started to take us through last month. Ready to pick yourself up again after having retrieved the necklace and beaten up the bad guys? Right. Follow me...**



point and start collecting some more involuntary donations from the Town's local thugging and thieving crew.

9 Okay, now that you've done that, it's back to Akeer's Island. Follow the passage east, until you come across an exit to the south. This takes longer than you think, so persevere. Eventually, you'll come across a passage to the south. Follow this until you come across a couple of cul-de-sacs. Collect the treasure in the western sac and the skull in the eastern.

10 Keep travelling east until you come across another southern exit. Travel far enough, and you'll come across this room. If you don't, then you're lost. Try and retrace your steps. You may have to fight some more skeletons. Avoid them if you can. From this room, take the south-eastern exit. Travel south and then east and you will come across a corridor leading north.

11-12 On both walls of this passage are two switches. Trip both of them so that they point upwards. Although you can't see them from here, these switches open a couple of access doors that you're going to be using soon. Go back to the the room with the firebrands in it and trip the switch on the north wall. Use the south-east exit again ad you'll come across a couple of cul-de-sacs containing treasure and another skull. Pick both items up. Now, assuming you get lost along the way like I did, you may come across a spell-casting skeleton. This part is a real dilemma. If you're heavily armed enough, you can kill him. If not, run away!

13 With the treasure and so on all safely collected, it's back to Zach's Island. Resort back to your crusty clean-up crew tactics (ie kill them all) and steal their money. You've got another big fight coming up which is worth quite a lot of money.

14-15 Head east toward the library. Before you get there, turn north into the square, where you'll find the bank. Don't enter just yet, go round to the other side of the square. See that load of dirty old guards there. That's your biggest fight yet, that is. Dig in with arrows, spells and flaming swords. Unless you really have to, do not, repeat do not leave this fight. The guards are replaced if you do. You can step back if you need to eat food, replenish your arrows etc. Assuming you're heavily enough armed, you should mop up the guards in a minute or two.

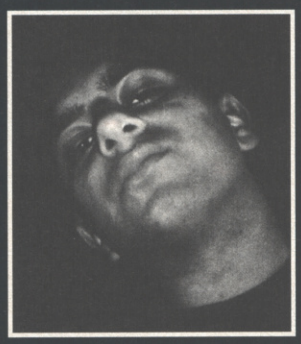
16 Payoff time now. Go through the door that the guards unsuccessfully guarded. You are now in possession of one hundred thousand coins. Wahey! ●

TRAGIC?

Then you need...

THE LAST RESORT

with Rich Pelley



Rich has just started University, where he has formed a band, joined the rowing club and (almost) got a new girlfriend. But he still has time for his old Amiga pals.

If your dovetail joints never quite seem to fit, if for some reason your soufflés always stick to the pan, if your acne is causing you undue embarrassment, or if, to tell the truth, you are never actually one-hundred-percent sure which size hook you should be using, then there is a problem page for you. But not this one, of course – for I am the agony aunt who listens attentively if you can't find the secret exit on level 42, if Captain Thunderpants always gets the better of you or if you still aren't quite sure who holds the secret of the Magic Cucumber.

ANOTHER WORLD

Q "My request is a simple and banal one. Please could you give me all the level codes. I'd be very grateful."
Simon McCarthy, Suffolk

A From the stream of Last Resort questions received each month that

LOOSE ENDS

These readers are stumbling around aimlessly in the dark dingy cellar of video-game befuddlement. Could you possibly be so kind as to lend them a torch?

Q "In LEGEND OF KYRANDIA I have read all the tips you have previously given but I am still unable to find Topaz. As you can see, I'm a bit of a thicko, really, and would appreciate the answer to this conundrum and any other general advice to aid my progress."
Oliver Heppell, Granthraxx

Q "On Level Six of the same game, I am stuck in a room with three switches and a teleporter which takes me to an enclosed room."
Geoff Bretherick, Huddersfield

Q "Dear Mr Last Resort. On BART VS THE SPACE MUTANTS I'm completely stuck on Level One. I can get rid of all the purple objects except the three purple windows in the retirement home and the Bowlarama sign. What should I do?"
Kieron Hughes, Southampton

Q "By another bizarre coincidence, I also desperately need help on LEGEND OF KYRANDIA. I have reached a point where Darn tells me about my birth stones. I know where the Golden Dish is but I don't know what to do. I would be eternally grateful for any assistance you can proffer."
John Richardson, Hampshire

Q "Please help me before I do some serious damage to my husband out of frustration! *(Steady on, Mrs Raynard. – Ed)* GOBLIINS! I'm stuck on Level 12. There are some upright stones and a slab of flat stone resting on top. The path slopes down and back around, in the foreground are some small bushes or plants. We've picked up a stick and the old man has zapped a stone and turned into a ladder – other than that we're completely stuck."
Mrs N Raynard, Bristol

Q "Where do I find the clock in D/GENERATION?"
Martin Crossan, Stirling

Q "On the final level of DESERT STRIKE I can protect all the oil fields, except one. I rid the place of all apparent tanks, but the blip remains. Where do I find the Commandos?"
Stephen Gillard, Lincolnshire

Q "Can someone, anyone, help me get off the third island of ISHAR 2? I am totally perplexed from the beginning."
Michael Currie, Glasgow

Q "MATCH OF THE DAY is really bugging me. I'm top of the league all the time, but I always go bankrupt."
Ben Green, Bradford

Q "In issue 23 (on the subject of WIZKID), you said 'Swap objects with Lain the Clown until he asks you for the can of spiked cola from the ladies' loo – give it to him and he'll get drunk'. But having tried every permutation of objects possible, no matter how often I hand over the spiked cola, Lain doesn't get drunk."
Martin Crossan, Stirling

Q "After only a short while playing CHUCK ROCK I am stuck. The problem is that I can't manage to kill the large underwater creature that smokes a cigar and blows bubbles and has small crabs coming from under it. Try as I might, it always kills me first."
Tracy Attand, Holding Her Breath

Q "LEGEND again! Level Two of the King has got me foxed. The room has an unreachable key in its centre, and there are four doors with floor levers behind them. I have managed to open three of the doors in a clockwise order and by pressing the floor pads behind the doors the dungeon layout changes. I have spent hours trying different combinations but I cannot find the key for in front of the last door pad. I suspect this last floor pad allows me to reach the key in the centre of the room which will hopefully mean I can finally finish the game. Thanks a lot."
Gus Svensson, Tooting

could have been avoided by a glance through a back issue, I am led to assume that once read, people either lock their issues of AMIGA POWER in a vacuum to preserve their beauty for ever more, or they are plain too lazy to look through their collection. Either way, I hope no one feels me a fraud or finds the remains of this blue bit repetitive or lacking in its usual sparkle of excitement. So then, Simon, to those *Another World* codes. Try **EDJI, HICI, FLLD, LIBC, CCAL, EDIL, FADK, KCIJ, ICAH, FIEI, LALD** and **LFEK** for size.

CURSE OF ENCHANTIA

Q "What must I do after I have got out of the well?"
Allan Andu, Holland

A By wearing the mask when you climb into the bucket (created by attaching the mud to the seaweed and the mud and seaweed to the twigs), the monster at the top of the well will try to kiss you, but jump down in disgust when the mask falls. Don't forget the gem behind the rock before heading off.

Q "But having talked to Ultar to gain entry through Weregate, how do you pass the cave section? I have entered the second cavern, but what are the skull combinations?"
Stuart Freeston, Bilston

A Look at them both, then pull the right one. Simple.

HUNTER

Q "On the Mission I can find the first man, and then get to the old man but he does not elicit any information. Can you help? I have also found every vehicle, with the exception of the hovercraft. Do you have any coordinates?"
Si Quinn, Bolton

A Bribery is the answer to your first query. Hand over money to the old man and continue doing so until he refuses more. TALK to him and he will reveal the whereabouts of the second man. And the hovercraft? A rough map that I once scrawled down reminds me that it's on the main island, sort of in the centre but over to the left a bit. There appear to be plenty of cars, vans and even the odd bike or two on the island, so go get one of those and scout around.

FIRST SAMURAI

Q "How do you kill the big baddy on Level Four? I have played through the level so many times I could do it with my eyes closed, but every time I reach the end I die."
Gareth Bright, Oldham

A I can sympathise with you here because once upon a time, I found myself in a similarly sticky situation. As with end-of-level-bosses throughout the globe it is a question of formulating then perfecting a certain strategy of attack. Mine was to stand towards the left of the screen, face left and let loose with a continuous stream of flying slashes which the robot should periodically walk into. It should be clear if he is going to hit you – in which case you can edge back; if you reach the edge of the screen then you can fire a dagger, leap over him as he blocks it and continue from the other side.

CASES CLOSED

What good eggs some AMIGA POWER readers are. These ones in particular, it must be said, are among the most exceptionally pleasant ovoids who've ever helped out with games problems.

F/A INTERCEPTOR

Q Ben Cassie of Cornwall was having more than his fair share of problems rescuing the pilot and launching the pod.

A "Fly as low and slow as possible towards the drowning pilot. You should be aim to drop the pod (**Shift** and **F**) just before passing over the pilot by paying close attention to your rudder and external camera views (especially the satellite). By the way, does anybody know how to destroy the carrier sub? I've been trying for five years, having even landed on it before trying to blast it to smithereens. Any suggestions?"
Matt Bainton, Bristol

THUNDERHAWK

Q The first mission of the Alaska campaign of *Thunderhawk* was getting on Ben Vowles of Bristol's goat.

A "Firstly destroy the forces attacking Ice Station Omega (there's no need to destroy the actual structures). Then head northeast to catch a convoy of trucks making off with the biologicals. Destroy these and return to HQ. It's probably best to take a radar jamming pod for this mission as attacking aircraft can really shorten your day."
Michael S Hoffs, Glasgow

BLACK CRYPT

Q You probably didn't think that it was possible to hog The Last Resort in any way, but fans may remember that 13.741598 percent of issue 30's juicy pages concerned a rather hefty chunk of questions from Jonas Lindolmer of Sweden. And, unbelievably, someone was actually daft enough to reply. (I seem to remember talk of prizes, so I'll see what we can do.)

A "(a) The Soultaker: To destroy the Soultaker you must have located all three crowns. (Sound of Jonas' jaw hitting the ground.) Don't worry – it's far more a matter of time than anything else. Put them on the skulls and the blocked passage will open. Go in and explore the area with haste where you will be confronted by the Soultaker.

(b) Medusa: She can only be killed with the mirror shield. Three mirror keys must be located in total. To her southeast is a door; go into the passageway as fast as you can and a wall will vanish. (Repeat if this doesn't work first time.) This leads to a new area which in turn leads to a key. You'll have to scan the walls for the switch to disable the teleporter to reach it.

(c) Ramdemons: Go down the hole. Run your eyes over the walls for a switch. One of the pillars will move, and you will get to use your 'O' key. Always have someone using the Wizard Sight spell for auto-mapping and to reveal secret doors on the map.

The Blackjack armour? That, as you probably expected, is just armour."
Angus Brown, Aberdeen

CADAVER

Q (a) How do you...? (b) What does...? and (c) Where do you...? asked Michael Hall of Clywd.

A "(a)... pass the two flares? Drop two sacks in front of the flares, then jump on the sacks. Place dipsticks in front of the sack to stop the flares and use the potion to get down and up again.

(b)...the lever in the room where you blow up the barrel do? Pull the lever for the blue casket (you should now have three). Insert a holy symbol in each casket, put the caskets into a strong box, pull the lever and collect the spell.

c)...use the friendly slime? It collects otherwise unreachable coins and pushed objects out from under ledges."
David Evans, Bridgewater

CHUCK ROCK 2

Q Alex Collier of Maidstone had ground to a rocky halt trying to overcome Brick Jagger.

A "Wait until Brick has entered the screen, then run to the left. He will stop above you, then run right and he will come down. Hit him and repeat the process until he dies."
Daniel Jones, Banbury

LEMMINGS 2

Q Boy, was James Anslow of West Yorks stuck on Level 10 of Sports Land? Indeed he was.

A "Start a Runner before lemming one lands. Make him jump from the very right-most edge, fire two arrows and jump him onto them. Jump him over the gap in the floor and fire two arrows (or three if necessary) backwards to cover it. Do the same for the other gap, and then fire a rope up to the platform above. Fire an arrow up and right but with minimal power so that the Runner turns around (keep trying!) and run up the rope. Repeat to get all the lems up to the exit."
Alex Churchill, Bournemouth

Q Martin King, also of West Yorks, was equally useless at Classic Level Seven.

A "Explode the first lem. Designate the fourth lem who falls as a Blocker, and make the first one build over the pit BEFORE he reaches the edge. Bash through the top and start building once he's underneath the steel block. Now make one of the trapped lems into a Climber. Carry on the bridge for two more Builders, transfer to a Blocker, and change the Climber to a Builder just before he reaches the Blocker. Wait, then bash through the blockage. Convert the other trapped lem to a Climber, and have the top Climber mine his way through the second blockage. Dig as soon as suitable ground is reached, and explode him as he passes the gap. Explode the blocker, and get the Climber who reaches the bottom to build over to the exit."
Alex Churchill, Bournemouth

GOBLIINS 2

Q "Frustration has reached mouth-foaming proportions and sanity is at risk! *(Wahey. These* Gobliins *players are an excitable bunch. – Ed)* How the blazes do you get the egg from the chicken on the Giant screen?

I have tried strangling it, stoning it to death, even setting it alight. I did actually get the egg once before, but I haven't the faintest idea how."
Peter Marsh, Nottingham

A So let's just re-cap. You've tried strangling it, stoning it and setting it on fire. But have you tried hitting it with a sausage? It's worth a thought.

INDIANA JONES AND THE FATE OF ATLANTIS

Q "I have followed your solution to the graphic adventure but have ground to something of a halt. Near the end we are instructed to find a crescent-shaped gear, the bronze-spoked wheel, the machine part and a bronze gear. I can find the first three, but where is the last? Nowhere in the entire solution is this information given."
David Washer, Wembley

A Wanna bet? Open issue 24, turn to page 80, and locate the first 'I' of the heading. Scan left a fraction and, in arguably small but perfectly legible writing you should see the words 'Bronze gear' and an arrow pointing to the relevant room. (It's near the machine room in the outer ring). Mine, I think, is a pint of Pepsi and some dry-roasted peanuts.

If you have a query or concern about an Amiga game or if you should in any way know the answer to one of this month's Loose Ends then please send a covering note to: The Last Resort, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Your statutory rights are not affected. ●

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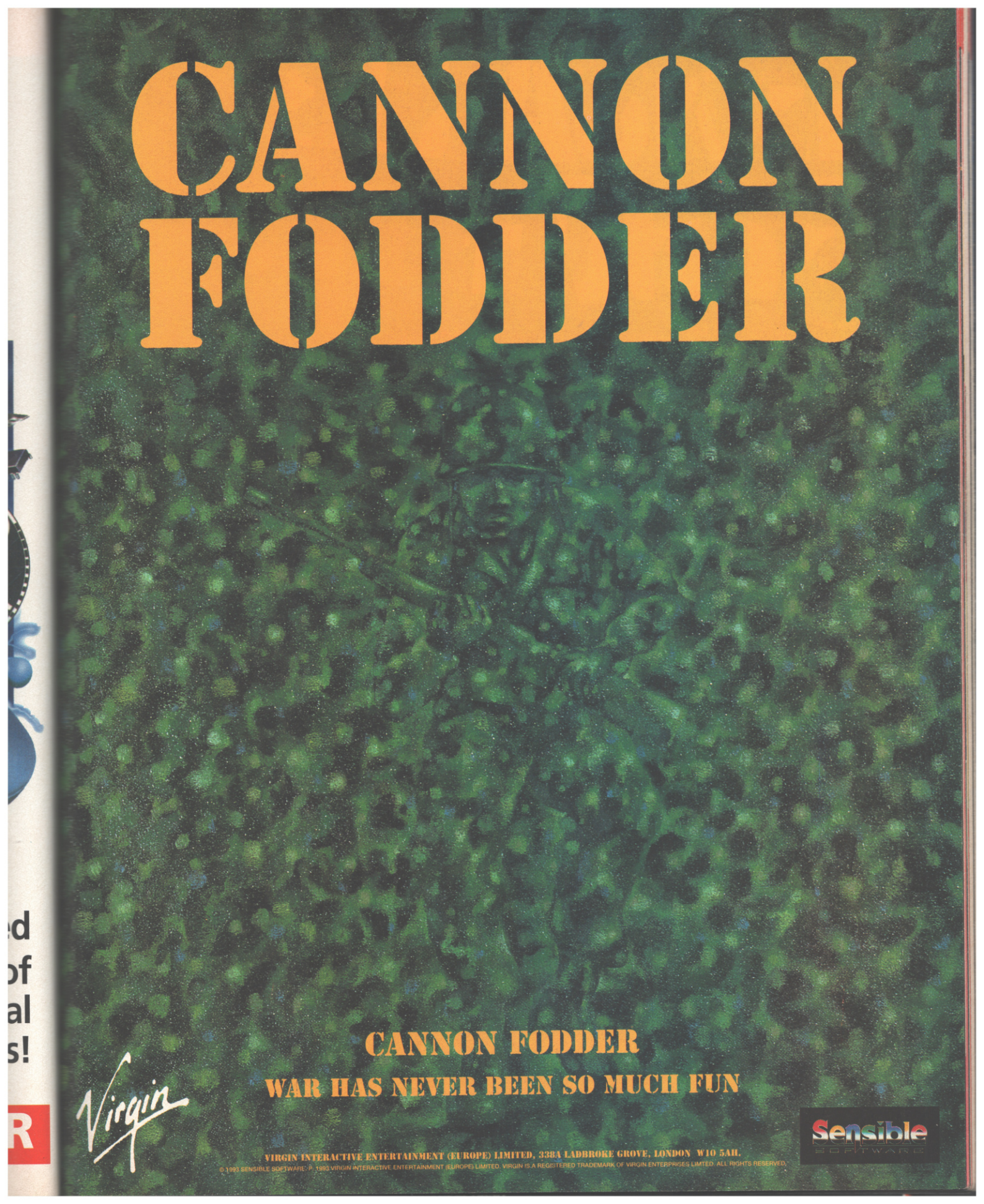
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TAKE COVER!

A Sensible GAME PUBLISHED BY Virgin GAMES

WIN! 25 CANNON FODDER GAMES!

WIN! 50 CANNON FODDER T-SHIRTS

WIN! 50 CANNON FODDER, ER, BULLET-STYLE NOVELTY KEY-RINGS

Yes, when gun-toting war-movie heroes shout "Cover me!", it means they're going for an all-out last-ditch mission into no-man's-land, and are relying on their comrades-in-arms to provide supporting fire. But when we say it here in the AP office it means that we're feeling a bit chilly, and would like to borrow an item of top-quality promotional clothing from one of our mates. An item like the HIGHLY FASHIONABLE AND STYLISH T-SHIRT LINKED WITH THE EQUALLY WELL-REGARDED VIRGIN/SENSIBLE ARCADE WARGAME, *CANNON FODDER*, for instance.

A tenuous link I know, but what the heck, it got us from war to T-shirts (and back again), so I figure it'll do for now. Anyway, the point is that, in an act of (frankly naive) generosity, our pals at Virgin want us to give away no less than 25 super *Cannon Fodder* fun-packs, comprising a copy of this top-rated carnage-fest (gleefully reviewed by Cam Winstanley, GI, over on page 32), the aforementioned luxury T-shaped fashion statement, AND a sort of novelty key-ring thing made out of a bullet. Presumably not a real bullet, though, okay?

BUT THAT'S (as they say) NOT ALL! There'll be runners-up prizes of just the T-shirts and key-rings going out to 25 not-so-lucky people (though obviously they'll be fairly fortunate to be getting anything for free, the way things are). Wahey!

THE COMPETITION

Let's imagine (for amusement purposes only) that you're in a war. We want you to tell us who (from the world of Amiga games, or otherwise) you would most like to have on your side. Perhaps it would be Sensible Software, for their inherent grasp of strategy, discipline and funky marching tunes. Or you might select Mr Collins, the kind-but-firm PE teacher from that cult '70s Australian kids' adventure show, Canoe Squad. Or maybe (just maybe) it would be our very own Stuart Campbell, for his ability to reduce opponents to tears merely by offering a withering critique of their dodgy gameplay.

Basically what we're looking for is the funniest, stupidest or just plain outlandish ideas, so go to town on this one, okay? You can write as much as you want, but keep it within reason – we don't want any clever-clever essays or nothin'. We have got other things to do, you know.

THE RULES

1. Send your suggestions to Absolutely Nothing – Say It Again, AMIGA POWER, 30 Monmouth St, Bath, Avon BA1 2BW, to arrive by 0900 hours on 30th November, 1993. Oh, and put them on postcards or sealed-down envelopes, eh? Entries in Jiffy bags, on cornflake boxes, or stencilled in khaki on the sides of multiple independently-targeted warheads will, sadly, not be accepted.
2. Any employees of Future Publishing, Virgin or Sensible Software who try and enter will be court-martialled and shot. Careless talk costs lives.
3. Führer Stuart Campbell's decision will be final. Very final indeed.

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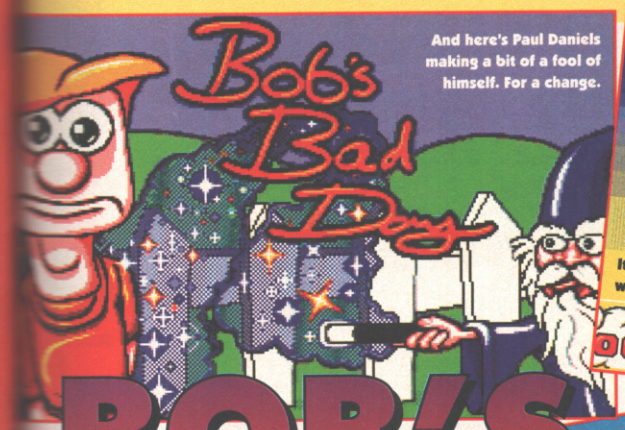
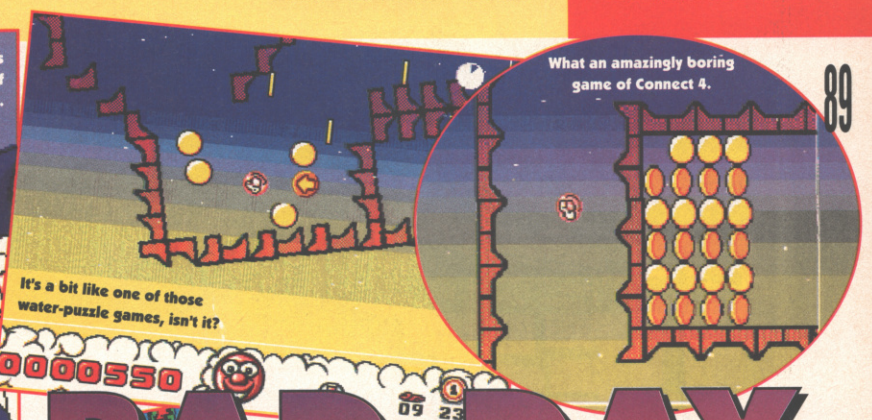




BOB'S BAD DAY

Game: Bob's Bad Day
Publisher: Psygnosis
Authors: The Dome
Price: £29.99
Release: Out now

Marble madness goes all rock 'n' roll...

Things nearly took a disastrous turn for the worse the other day. After a day spent watching the entire screen spin around, some painters came to do the AP office windows and filled the office with horrible solvent vapours. The nauseous combination of my field of view filled with garish colours slewing round in circles and my nostrils filled with paint fumes very nearly made it Cam's Bad Day, I can tell you. So that's lesson number one then – don't play this game while under an atmospheric haze of industrial thinners.

Tales of impending vomit aside, *Bob's Bad Day* is a puzzle game in the same tradition of, well, nothing at all really. To claim it was derivative of anything, you'd have to reach as far away as a game called *On The Ball* for the SNES (Or the bonus game from the original *Sonic The Hedgehog*), which really is getting a bit vague.

The story concerns the hapless Bob, who manages to upset a wizard and have his head magically wrenched off. His body gets zapped to Level 51 and the head starts off at Level One, and to get back together again, he's got to work his way through all 100 levels. It's a crap story (with some particularly shaky maths), but it does go some way in explaining why programmers spend their time making the screen spin around rather than, for example, writing romantic historical fiction.

To explain how the game works, it's best to run out into your garage and make a mock-up visual aid. Build a maze out of wood and then fix it to the wall by hammering a nail through the centre. Using a marble as a surrogate Bob, you can see that by turning the wheel, you can make him move around. But that's enough of these Why Don't You? antics – back to the game.

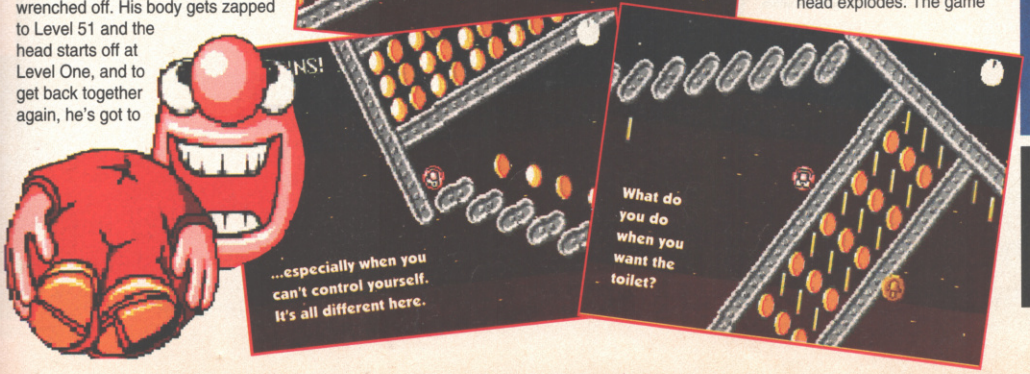
You've got a time limit to collect all the stars and then make it to the vortex, but after a few levels of just rolling around, all manner of confusing and stimulating horrors are thrown in your path. These some in two forms, the simplest ones being the actual physical nasties that lurk in the maze, where strange creatures hurt you and large spiky cogs grind you up until you burst. These hurt, but it's the power-ups that cause permanent brain damage.

Can you imagine left gravity? I couldn't until it happened, and even then it took me a few minutes to work out that Bob was 'falling' to the left of the screen. No sooner have you got used to that, then you hit another power up and start 'falling' up. And then the left side of the joystick goes numb, so you can only rotate anticlockwise, and then your controls reverse, and then your head explodes. The game messes with your head so effectively that you get in a right state, spinning uncontrollably as the time ticks away, and screaming at the screen as Bob once again gets teleported onto a mass of cogs.

Now here I am getting all excited about this, and you're looking at the screenshots and thinking "That doesn't look very impressive," and you'd be right, because it's a bit of a plain Jane of a game, but so what? It plays brilliantly. You do run the risk of falling over or feeling a bit queasy after extended play, but hey, it's well worth taking that chance.

● *CAM WINSTANLEY*

"An atmospheric haze of industrial thinners"



UPPERS It's original, odd, packed full of weird ideas and strange power-ups. It's the only spin-'em-up on the Amiga, and I'd lay money on it being the only one that proclaims "I have a thrusting ability" when you pick up a power-up.

DOWNERS The game life depends on how long it takes to complete the 100 levels, as you're unlikely to play it through again. Maybe some difficulty levels would have been a good idea. Oh yeah, it makes your head spin after a bit too.

THE BOTTOM LINE
Bob's Bad Day's a gameplay triumph, and the sparse graphics really don't matter. Just play it, okay?

85 PERCENT

THE BOTTOM LINE
A1200 There aren't any special colours or anything like that when you play it on the A1200 – still the same old dull screens. Sorry.

JET STRIKE

It's time to go back to the '80s with the Amiga's wackiest flight sim.

Game: Jet Strike
Authors: Shadow Software
Publisher: Rasputin Software
Price: £26.99

The year is 1985. Or thereabouts. I'm sitting cross-legged on the carpet in my parents' living-room, eyesight-threateningly close to a 21-inch colour television. I'm playing a game called *Harrier Attack* on the original rubber-keyboard Spectrum. It is just past 3 o'clock in the morning.

What a touching scene from the dawn of home computer game entertainment, eh? I thought I'd share it with you now because everything about *Jet Strike* just reeks of nostalgia, and of that old-time Speccy classic, *Harrier Attack*, in particular. From the weird 8-bit graphics to the long long loading times, this is a game that miraculously catapults you way back almost ten years in video software history. Which may – or may not – be a good thing.

It seems to be aimed at people who like planes but can't be bothered with flight sims. You get to fly a wide range of planes on an equally broad selection of missions, which you can pick from various training options or the main part of the game, a linked series of 100 combat operations. Missions can involve an element of air-to-air combat, a hint of ground attack activity, or, just as often, a little bit of both – with maybe a suggestion of spy-rescuing or reconnaissance-photo-taking thrown in for good measure.

"I'm sitting cross-legged on the carpet"

Your plane's controlled using a method that, at first, is frankly baffling, but after a bit of practice (I'd suggest – ooh – a week or so) enables you to pull all manner of manoeuvres without even thinking. (The main reason why I'm reviewing this is that I've been a big fan of the demo on the AP30 coverdisk and it would have taken too long for anyone else to figure out the controls.) On top of that, you also have to contend with the arbitrary scoring, the crap puns, the slow screen-swapping and the deeply unnerving way that huge mountains and tower-blocks suddenly scroll onto the screen and swat you from the sky like an pathetic insect. I'm tempted to lump these together as 'amusing idiosyncrasies' than crippling bugs – after all, they just add to the whole nostalgia package.

But – and this is a big 'but' – even though I'm seriously into old-fashioned Spectrum-style romps, I still have a problem with *Jet Strike*. I really like the idea. I love the deep-down feel-good sensation when you successfully carpet-bomb an unarmed convoy with a runway denial device. And I even derive some form of perverse satisfaction from the utterly unforgiving controls. But the one thing I CANNOT STAND is the delays. Every time you crash your plane (and believe me, you'll be doing this a lot), you have to press fire and WAIT WAIT WAIT while the disk drive whirrs and clicks and eventually puts you back on the runway again. What's that? You've accidentally selected the wrong option from the main menu? Well, TOUGH – it's probably faster to re-boot than to try and get back to where you started.

It's a tribute to *Jet Strike's* appeal that I've kept going back to it despite this frankly hideous flaw (to be fair, you can install it on a hard disk, which does help matters somewhat). I can't recommend the game unreservedly, simply because I know it'll drive some people completely spare. I can imagine it having some sort of weird cult appeal, however – the sheer level of frustration means that you're not going to finish it in a hurry. Oh, and it's also way too expensive as it stands – a lot of people may have bought a lot of Spectrum games that, in retrospect, were mildly entertaining rubbish. But then again, they weren't paying 27 quid a time.

● *DAVE GREEN*

Every mission is introduced by these two zany guys – who never move from this pose.

UPPERS Cute sound, quite a bit of variety in terms of planes and weapons. And – if you can figure out how to fly the planes – you can impress your mates with all kinds of stunts.

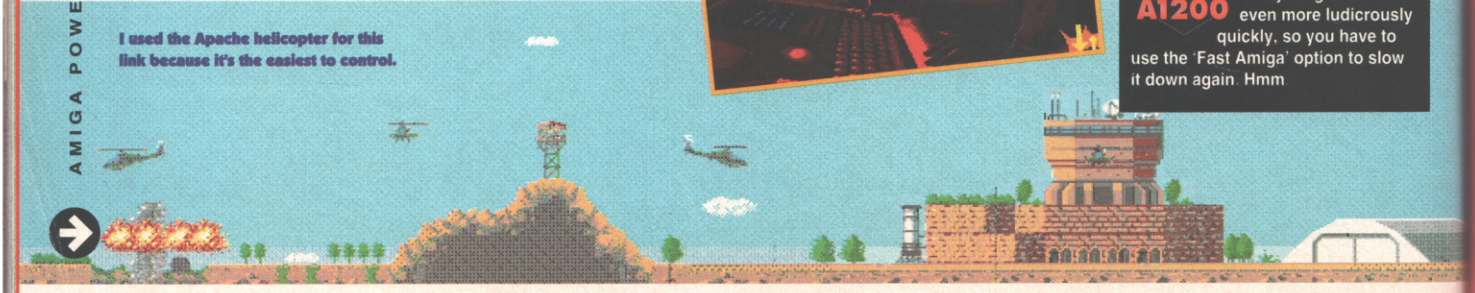
DOWNERS If not, you're on a one-way trip to disk access city. And the ticket's pretty expensive, too.

THE BOTTOM LINE
Enjoy leisurely breaks between frenzied bouts of bizarre 8-bitty arcade action? Then this (expensive) curiosity is for you.

68 PERCENT

THE BOTTOM LINE
A1200 Everything scrolls even more ludicrously quickly, so you have to use the 'Fast Amiga' option to slow it down again. Hmm

I used the Apache helicopter for this link because it's the easiest to control.



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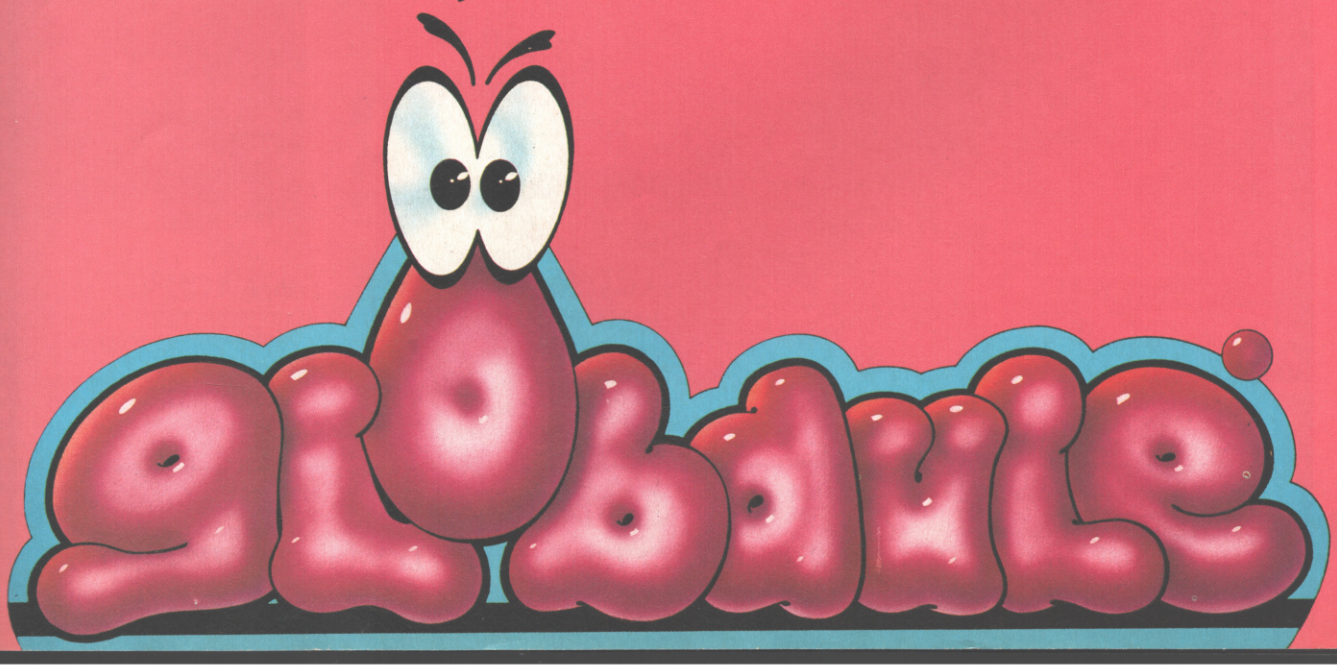

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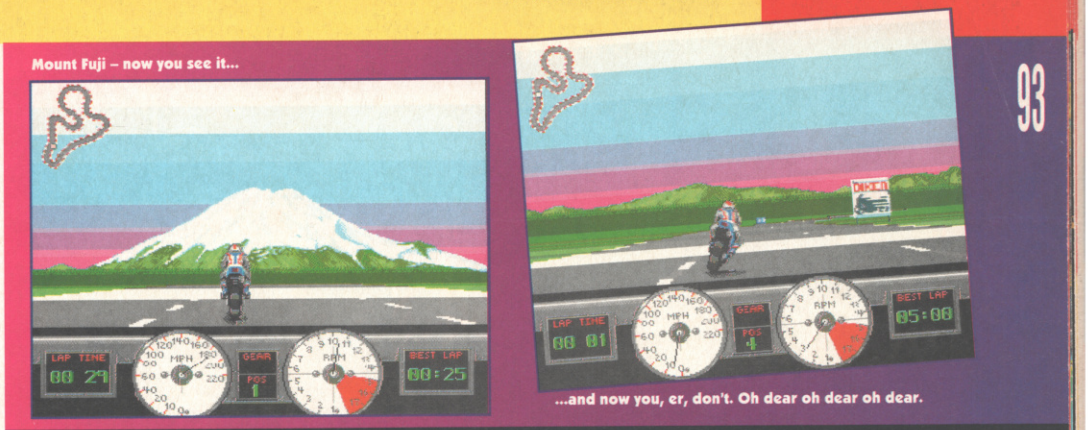
Game: Prime Mover
Publisher: Psygnosis
Authors: In house
Price: £25.99
Release: Out now.
No, really.



I CAN MOVE, MOVE, MOVE ANY MOUNTAIN

PRIME MOVER

What is it about racing games? After issue 30's fantastic violation of the laws of time in *F17 Challenge*, Psygnosis have picked up the gauntlet of ridiculousness and come up with something even more astounding – the amazing moving mountain. In *Prime Mover's* Japanese racetrack, the hilariously-named 'Nontendo' course, most of the scenery is dominated by a huge snow-capped mountain, looking not at all unlike the legendary Mount Fuji which appears in most Japanese racing-track games. As you crest the long hill coming up to the start/finish line, this imposing peak lies dead in your centre of vision, providing a strangely stirring backdrop to the action. Until your second lap, that is, when you notice with puzzlement that as you climb towards the line, Mount Fuji (or, as it's probably actually called in the game, 'Mount Fudgy' or something equally side-splitting) has curiously and almost imperceptibly shifted a couple of screen inches to the right, leaving it halfway to the edge of the screen. Do another lap, and you'll probably be only partly surprised to discover that several million tons of earth and rock has somehow disappeared from view altogether. Oh dear.

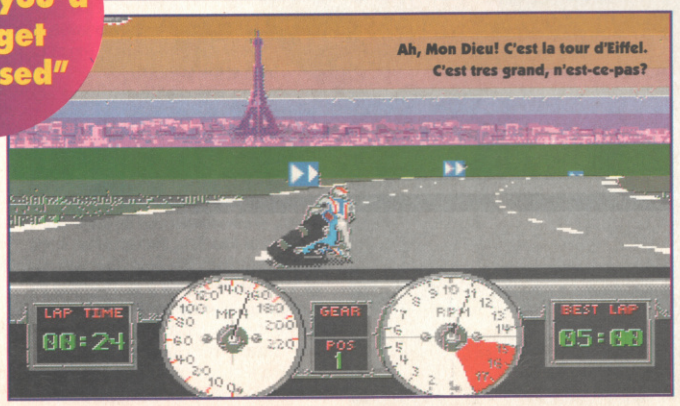
Sadly, that's not the worst flaw in *Prime Mover*, only the funniest one. For a game that's been about two years in development, there's a stunning lack of almost anything at all in it. It looks like something from 1988 *(Super Hang-On*, which was more or less the Amiga's first motorbike racer, leaves this a mile behind graphically), there aren't any new or exciting features of any kind, the control is rudimentary skidding around, the sound is the usual drone combined with tuneless music, and the now-ubiquitous weather effects are simply a poor imitation of the ones everybody and their dog's already done. You rarely see any opponents after the start, there isn't any indication of where they actually are on the track map, when you smash into a roadside barrier at 140mph and suddenly drop to 50, you don't actually, visually, appear to be going any slower at all, the roadside scenery is the same all the way round most of the courses so there's no way of really learning the track layouts, which is the only way of getting round without hitting things (the incredible shifting scenery hardly helps), and... I could go on, but you'd only get depressed.

"I could go on, but you'd only get depressed"

The Amiga motorbike-racing game market has long been dominated by two truly excellent titles. *Super Hang-On* is lovely-looking, arcade-fast and intensely exciting (and eight quid), while *No Second Prize* is beautiful in a different kind of way, equally speedy and thrillingly realistic. *Prime Mover* isn't fit to wax either of their leathers.

● *STUART CAMPBELL*

This Prime Suspect won't get any awards.



UPPERS It's another motorbike game. And at least you can buy it now and see how rubbish it is. Oh, I give up, I've said all the good points.

DOWNERS Where are the opponents? Where's Mount Fuji gone? Why did it take so long? Oh, what's the point?

THE BOTTOM LINE

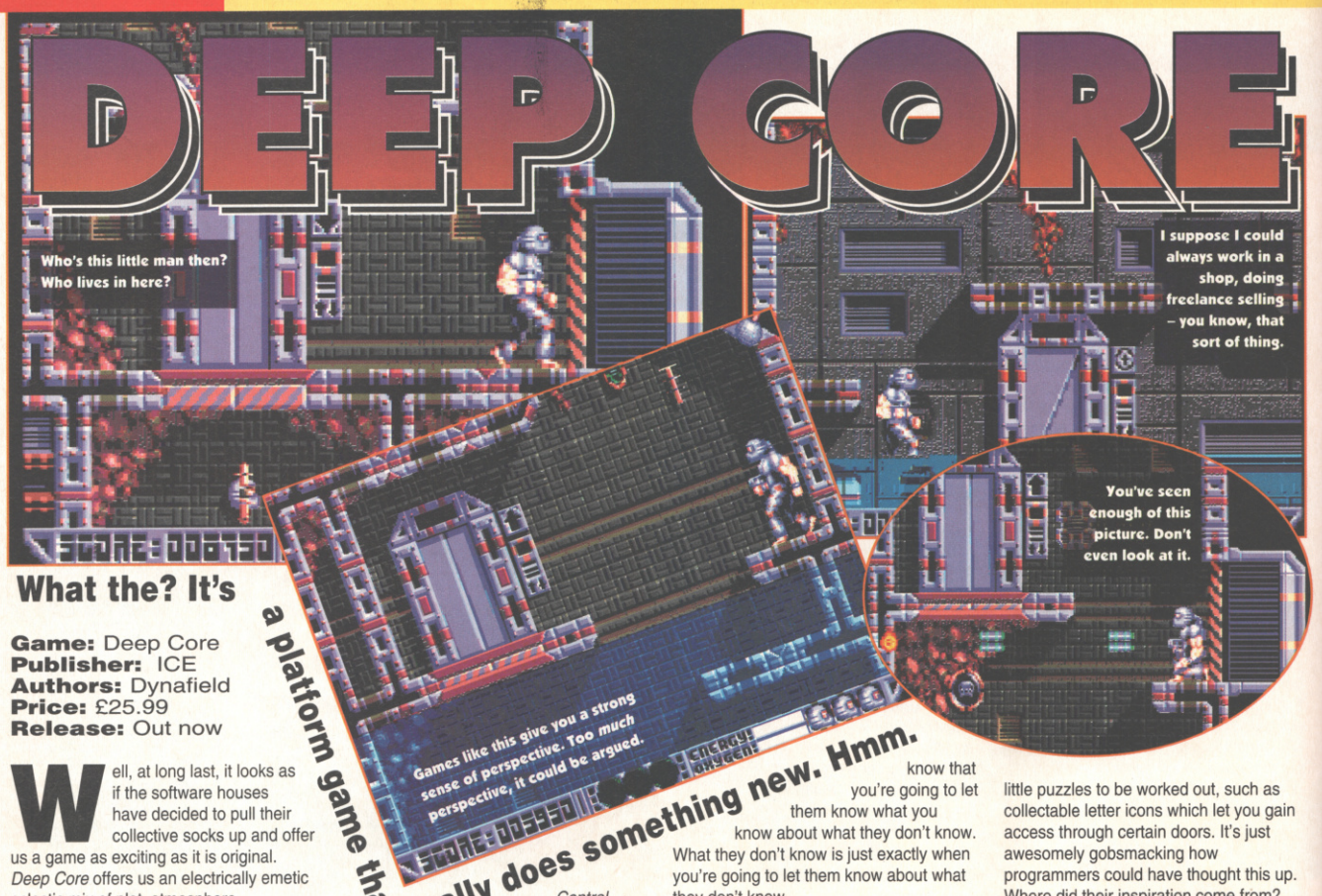
A dismal effort, which doesn't seem to have advanced in any meaningful way on what it was like two years ago. So far behind the current state-of-the-art in the genre that it's just plain embarrassing, and a complete waste of time and money for all concerned.

22 PERCENT

THE BOTTOM LINE

A1200 Get the picture? I said "a complete waste of time and money for all concerned". Like running it on the A1200's going to make it any better...

DEEP CORE



What the? It's a platform game that really does something new. Hmm.

Game: Deep Core
Publisher: ICE
Authors: Dynafield
Price: £25.99
Release: Out now

Well, at long last, it looks as if the software houses have decided to pull their collective socks up and offer us a game as exciting as it is original. *Deep Core* offers us an electrically emetic eclectic mix of plot, atmosphere, gameplay, power-ups and prodigious weapons. Not only that, we are presented with a well-muscled hero (Captain Dawnrazor) from the He-Man, no-job's-big-hard-or-challenging-enough-unless-you're-saving-the-earth-from-imminent-threat-of-poor-plot-clichés Academy. Sound good so far? Yeah, thought so.

So just what is it that earns it the elusive praise 'excitingly original'? Well for a start, it bears absolutely no resemblance to *Gods*. No siree Bob. Although there were rumours, allegedly, that the original game title was to be *Deep Core And The Unfeasibly Large Central Protagonist Who Doesn't Bear Any Resemblance Whatsoever To Gods' Unfeasibly Large Central Protagonist.*

Apparently that title fell through at the last moment. Someone else had copyrighted it in America.

The game! What's this telling us about the game? Okay, it's telling us nothing. It's a stalling trick. A trick that doesn't quite work on the printed page. When something is really good, it's quite a useful device to make people wait. Build them up to a crescendo of frustrated expectation. Put them on hold while you check the word count on your Mac to see if you're near the amount of words required for a single-page review. They know that you're going to let them know what you know about what they don't know. What they don't know is just exactly when you're going to let them know about what they don't know.

So while I pick up my P45 up from the inter-office ballistic postal infrastructure, I'll let you know what you don't know.

Yes, *Deep Core* uses a cunningly imaginative system of rostrums which you can negotiate and traverse by jumping up and down. You can use these podiums *(Ah, I get it. You mean 'platforms', don't you? Fiendish. – Ed)* to reach specific locations crucial to the completion of the game. Lifts and teleports take you to other sections of an incredibly large level. In fact, as I played this benchmark game against which nothing will be compared, it struck me how incredibly large it all is. In fact, it's larger than a large thing which translated into video-game-speak means that there are three sections of the game, each divided into nine levels with small sub-levels branching out from some of these.

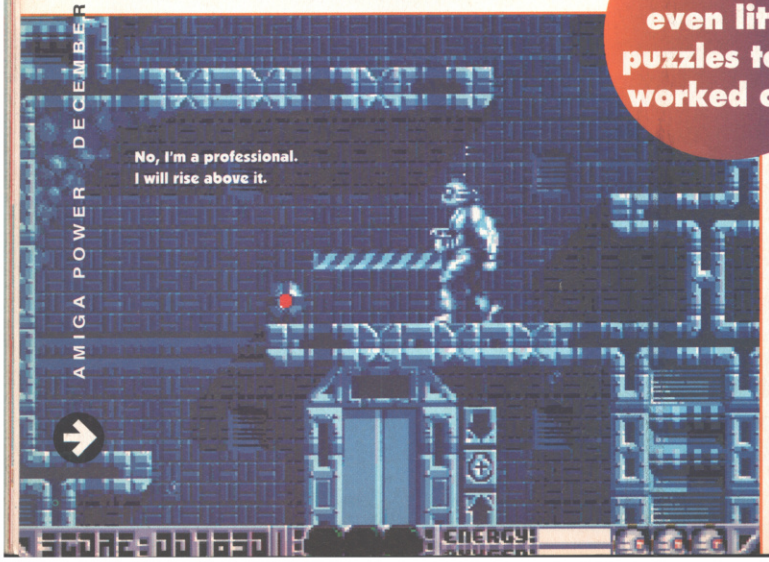
"There are even little puzzles to be worked out"

Not content with this milestone in game design, there are also arbitrary mechanical denizens who try to do your unfeasibly large character fatal harm. Miraculously, the innovation doesn't end here. Your hero is armed with a large gun which, stupendously, can be upgraded by jumping or travelling through small icons. Apparently these fabulous little devices act as 'power-ups' to your gun. They can be particularly effective by making it easier to kill the abundant aliens.

There's more. Loads more. The scrolling from side to side and up and down is incredibly smooth. There are even little puzzles to be worked out, such as collectable letter icons which let you gain access through certain doors. It's just awesomely gobsmacking how programmers could have thought this up. Where did their inspiration come from?

Who knows then, eh? But let me tell you this. A multi-level platform game. It's just what the games market needs to kick some life into it.

● *STEVE McGILL*



UPPERS The platforms go up, as do the lifts and the flying aliens. Sometimes the teleports end up teleporting you to an upper position.

DOWNERS How could there be downers? But maybe the clichéd plot, the tedium, the mind-numbing sameyness about the whole game could be considered a downer. But these are only little things. Don't worry about them.

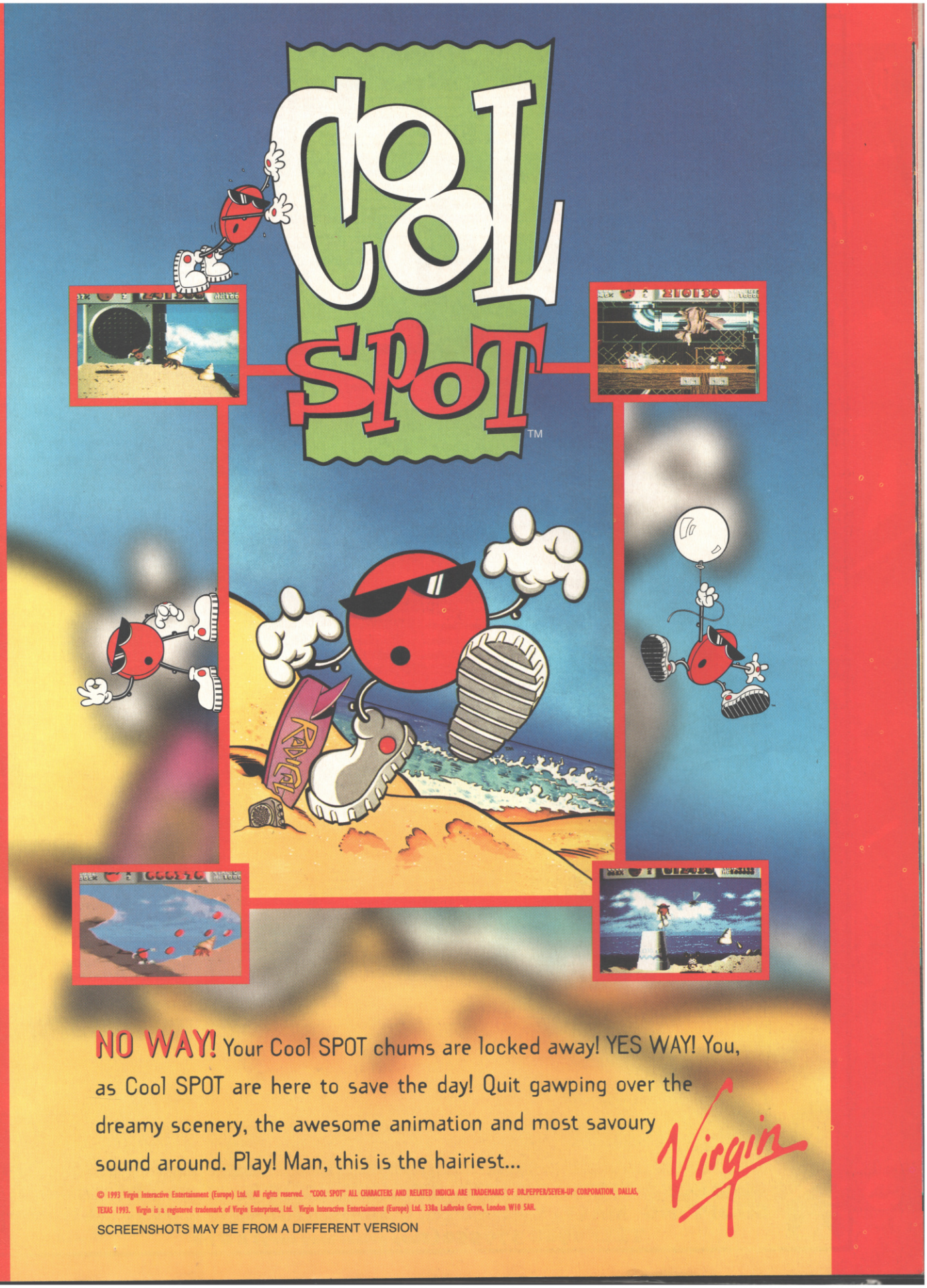
THE BOTTOM LINE

A novel concept in a market absolutely saturated with platform games: produce another platform game with no distinguishing differences from any of the other platform games whatsoever. Brilliant.

54 PERCENT

THE BOTTOM LINE

A1200 Faster – and noticeably smoother – tedium and sameyness. Fantastic stuff. Can't wait to see this on the CD32...



NO WAY! Your Cool SPOT chums are locked away! YES WAY! You, as Cool SPOT are here to save the day! Quit gawping over the dreamy scenery, the awesome animation and most savoury sound around. Play! Man, this is the hairiest...

Virgin

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Game: Pinball Fantasies A1200 version
Publisher: 21st Century
Price: £29.99
Release: Out now

PINBALL FANTASIES

A1200 VERSION

The best pinball game just got a little bit better.

Once upon a time, in the depths of the magic forest, where jolly goblins passed the day discussing insider trading and fleecing holidaying elves with slick tourist traps, there lived a game called *Pinball Dreams*. It was a happy game, and would spend its time spinning electronic simulations of metal balls across electronic simulations of pinball tables. One day a merry pixie happened across it and fell instantly in love with its fabulous playability and tore it bodily from the magic forest and showed it to the world and proclaimed it to be of fabulous playability. This merry pixie's name was Stuart. "Roll up, roll up," Stuart would command sternly in his nevertheless twinkling pixie voice. "Come and see *Pinball Dreams*, the wonder of the age. Fabulous playability, it's pinball on the Amiga, guaranteed to retard the ageing process or something." And many people came to listen, and bought surprisingly-reasonably-priced copies of the game from authorised dealers, and found that they were indeed of fabulous playability. And Stuart saw that this was good.

A little later upon the same time, Stuart was again skipping through the magic forest on his way to cut himself in on the goblin tourist trade or something. Anyway, as he was passing a road accident involving a lot of socially backward people from St Ives, he heard the unmistakable sound of someone scoring a five million point bonus by traversing a loop anti-clockwise with a small steel ball. Pushing aside some leaves he carried for just such an occasion, Stuart was amazed to see *Pinball Fantasies*, an incredibly fabulous pinball game with four magnificent tables and more playability than a goblin shell-and-pea game, and nowhere near as deadly to your health should you actually win.

"I've never played a pinball game. Is it any good?"

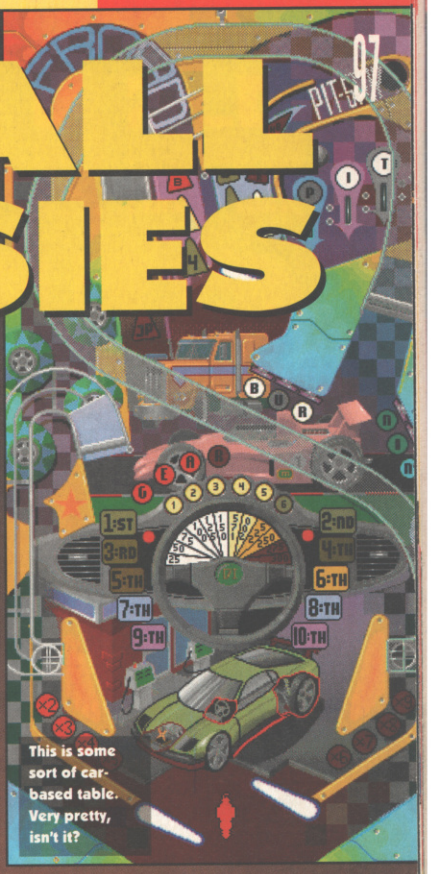
Capturing the frisky game in a quickly fashioned mantrap, he rushed to town to tell the people and further the cause of really very good games indeed.

On the way he bumped into Jonathan. "Hello Jonathan," said Stuart, breathlessly. "Look at this incredibly fabulous pinball game." "Pinball?" asked Jonathan, his brow wrinkling in an endearing fashion. "I've never played a pinball game. Is it any good?" "Don't be stupid," admonished Stuart, lightly punching him in the face. "It's stupendous. You just cannot get better than this. The tables are classics, the action never lets up, the satisfyingly huge bonuses are tricky but attainable, you can play for fun or strategically, you can have eight players taking part, and it's staggeringly addictive. And it looks good. And sounds better."

Jonathan put his arm around Stuart's shoulders in a friendly and yet somehow sinisterly conspiratorial manner. "Concisely put," he nodded, "and a fine summary considering the enormous amount previously written about the game which means that repeating it would be pointless and irrelevant," he grinned. "I happen to have the A1200 version here, and it's exactly as you described, except it obviously looks better than the standard versions. And you can install it on a hard drive, although, inexplicably, this means you lose the groovy table-selection screen and music. Do you think we could come to some arrangement by which I can use your well-crafted paragraph and thus avoid writing a regurgative review myself? Oh, hang on, I've already done it. Thanks anyway. 'Bye."

And, clapping the bewildered Stuart on the shoulder and adroitly stealing his watch, Jonathan went on his way, whistling in a particularly smug and irritating style.

● *JONATHAN NASH*



A1200

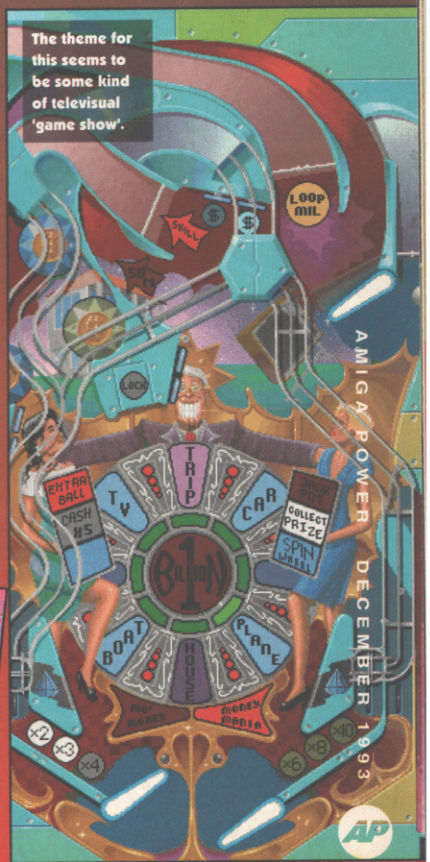
UPPERS Look, it's *Pinball Fantasies*, right? But with better graphics. What's the matter with you anyway? And it's hard-drive installable.

DOWNERS Er, er, there's no table-selection screen. Why, I've no idea, but at least it means I can put something in this box.

THE BOTTOM LINE

Apart from the improved graphics, exactly the same as the original. Although the standard version was more-or-less gameplay perfect, the smarter presentation adds quite a bit to the game. Fab.

91 PERCENT



HI-HO SILVER LINING

Finally we've managed to get a CD32 out of Commodore. We gave it to Stuart Campbell and told him to give us the rundown on every game he could get his hands on. We'd hoped for a slightly better turn-out than this...

He's old, he's duff and, what's more, he's got appalling dress sense.

Another opportunity screams out loudly but goes begging. You'd think that with a game this old, sticking the original *James Pond* on the disk would have been the least Millennium would have tried to suggest some kind of value-for-money scenario, but all you get here beyond the A1200 version of this veteran platformer is a really poorly-digitised cartoon video intro sequence with outrageously flickering colours and a bit of a *James Pond 3* preview. It's probably

D/GENERATION

Mindscape £25.99

The non-success of this game is, for me, one of the most damning indictments of the mentality of you, the Amiga games-buying public, ever. An utterly superb game, which Mindscape put out at a bargain £19.99 (which then very quickly dropped even further, to a practically immoral £14.99), it scratched the surface of the charts for about a month then disappeared for ever. Now you've got a second chance. Don't screw it up again.

D/Generation is a 3D arcade puzzle shoot-'em-up, which is both one of the most atmospheric and one of the most original Amiga games of the last couple of years. The CD32 version makes good use of the joypad to simplify the controls, but otherwise there aren't really any new bits, which is sad. All the same, *D/Gen* doesn't need any cosmetic tweaks to make it worth buying – lovely gameplay and a perfect learning curve will keep you playing this for weeks.

GENOQ? Give elephants no other queries? Go eagerly near obedient queens? Hmm.

The door seals itself behind you, the bolts lock into place.

Watch those boots! They'll walk all over you – given half the chance.

THE BOTTOM LINE

CD32

You wouldn't really know it was playing on a CD32, but just this once we'll forgive it, since it's such an impossibly great game anyway. Miss it again, and we'll never let you forget it as long as we live. But 2 percent off for bunging a tenner onto the price anyway.

90 PERCENT

Hang on, isn't this Patrick McGoohan, from out of The Prisoner (Cell Block H)?

OSCAR

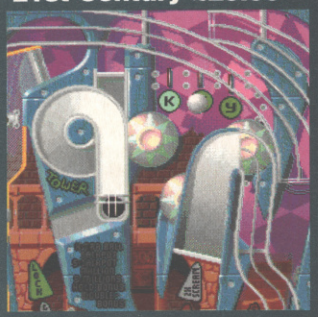
Flair £25.99

Oh dear. I'm still finding this a bit hard to believe, to be honest. The CD32's rather nice joypad has no less than seven buttons on it. *Oscar* uses 'up' to jump. Otherwise, this is, as far as I can tell, exactly the same game as the less-than-amazing A1200 version we reviewed last

A prime example of one of those impossible-to-see baddies.

PINBALL FANTASIES

21st Century £29.99



In case you hadn't realised – this is one of our most favourite games ever. Ever.

While it does seem pointlessly stingy not to include *Pinball Dreams* on a full-price re-release of an old game like this when you've got 650 megabytes of storage space to play with, that's not really a valid criticism of the game itself, so I'll get on with it. This is the same game as the everyday A500 version, except there are apparently 256 colours on display. You don't, in all honesty, notice them at all unless you look at some of the bumpers really closely, but they're there anyway. The other main addition is a musical one, with a couple of new tunes on the table-selection screens, including an absolutely gorgeous mellow piano

JAMES POND 2 - ROBOCOD

Millennium £29.99

some complicated corporate thing to do with GBH having the rights to *James Pond 1* or some similar deal, but the fact is that *Robocod* is too old and too duff to justify the full-price treatment on such a glamorous new format. It's improved slightly by the addition of a load of new buttons on the joypad, but it's still the same gigantic sprawl of nothing very much that it used to be back in 1991.

Now that chap looks decidedly uncomfortable. Wouldn't you?

THE BOTTOM LINE

CD32

We're going to have to do an awful lot better than this for a flagship game if the CD32 isn't going to be killed by mockery and derision before it gets a chance to come to proper life.

45 PERCENT

month. It's still almost completely impossible to see the bad guys against the backgrounds on most of the levels, it's still littered with bits where you have to leap off the screen and just hope for the best, only to end up plummeting down a bottomless lift shaft or similar, you still have to bounce on the soppiest baddies three times to dispose of them (a pointless annoyance that even the PC version ironed out), and it's still basically just a more garish version of *Trolls* with most of the good bits taken out.

It's certainly pretty, but what's going on?

THE BOTTOM LINE

CD32

Like the most generic and dull console platform game you've ever seen, with some of the most annoying features from traditional computer games thrown in on top. I really dislike this quite intensely, and even more so because it's trying to sell itself as the game that's going to make the CD32 happen. Nice character, though.

51 PERCENT

number reminiscent of the intro music from *Agony* which I listened to for hours before I could bring myself to play the game.

The game hasn't been changed at all, except there isn't any disk swapping and the high-score table uses up an awful lot of the CD32's built-in save memory. It's the same weekend-swallowingly compulsive game that it used to be, and it still knocks spots off any other pinball game on this or any other format. If you haven't got it for your Amiga, then don't miss this version.

The best things in life are dead simple.

THE BOTTOM LINE

CD32

Almost indistinguishable from the ordinary game and no special use of the CD32 at all, and a bit steeply priced given the format and the age of the game, but still currently the best thing you can play on your CD32.

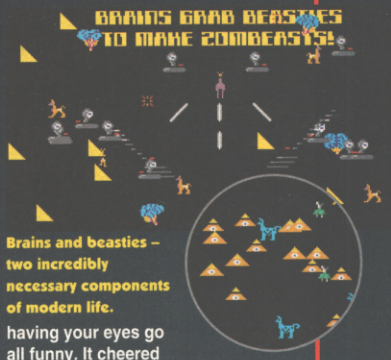
90 PERCENT

THE DEMO 2 CD

Almathera £19.95

Now this is more like it – someone actually making use of the facilities offered by the CD. This disk contains a huge selection of PD demos and music tracks and stuff as well as over 100 games, but the games are what we're interested in. It's a far-from-definitive selection, but there's some really good stuff in here, including Vision's *Defender*-alike *Cybernetix*, Jeff Minter's legendary *Llamatron*, popular *Tempest* clone *Microbes* and the groovy Blitz Basic blaster *Insectoids 2*, which is somehow even more fun when you're playing it with the joypad.

For £20, you really are getting a lot of stuff here, and while it feels a bit funny playing PD games on your state-of-the-art new machine, there's nothing like a bit of good old-fashioned gameplay after half an hour of struggling with *Oscar* and having your eyes go all funny. It cheered me up, anyway.



Brains and beasties – two incredibly necessary components of modern life.

Now that colour scheme would look great in my bathroom.

These 'space invader' things just get prettier and prettier.

THE BOTTOM LINE

CD32

Excellent value, and even if you only spend a minute looking at everything on this disk, you'll still be occupied for days on end. Well worth splashing out on.

80 PERCENT

NOT ALL QUIET ON THE FORTHCOMING RELEASE FRONT

But hey, it's not all bad news on the CD32 schedules. There's a whole clutch of stuff on the way any minute now, including most of Renegade's back catalogue *(Speedball 2, The Chaos Engine, Sensible Soccer, Uridium 2, Fire And Ice)* which have all been enhanced in one way or another for the CD32 and will all be going out at the distinctly reasonable price of £24.99, a quid cheaper than Renegade's standard floppy-disk price point.

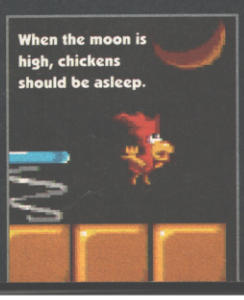
Spook! It's a severely radioactive blackcurrant fruit pastille.

Is this guy happy? Or in pain? Or what?

Also trying out some aggressive CD game pricing are Team 17, who are the first firm to enter the CD32 budget market with versions of *Project-X, Alien Breed Special Edition, Qwak* and *F17 Challenge* available at £14.99.

Mindscape will also be following up the release of *D/Generation* with a CD32 version of *Overkill*, which comes with a whole new extra game called *Lunar C* on the same disk and will cost £29.99, then *Alfred Chicken* and the long-awaited *Liberation – Captive 2* in November.

But that's just the back catalogue. For exciting brand-new CD32 developments, we've heard news of a couple of things that might just blow your socks right off. Watch this space very closely, and we'll see you soon...



When the moon is high, chickens should be asleep.

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Access

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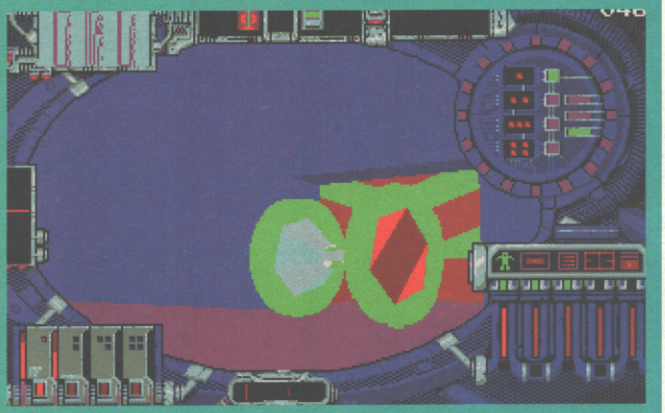
BUDGET

Time was when ten pounds would feed and clothe you and your family from autumn to spring, but not any more. Half a tank of petrol, a cheap pair of jeans or ten Sainsbury's microwave meals are all it'll get you nowadays. Or perhaps one of these little beauties. I know which I'd rather have.

CYBERCON 3

Publisher: Kixx
Price: £12.99
Release: Out now



Ever since Stanley Kubrick's seminal '70s sci-fi epic 2001, space stations have always looked like this. Old Stan would be chuckling now if he'd used a welly shape, right?

Cybercon 3, eh? Don't you just love it? And now it's only £12.99 – surely US Gold must be mad selling it so cheaply, surely there must be some kind of mistake? Well, no, it's definitely £12.99. Do you know how we know? Because we went out and bought it.

"Isn't that a bit daft?", you're probably thinking. "You're Britain's Number One Amiga games magazine, surely you get all your review games for free?" And indeed, usually we do. And very nice it is too. But when US Gold games come out, we have to go and buy them. Want to know why? (If not, go straight to The Bottom Line now.) Here's why.

Way back in issue six (that's October 1991, chronology fans), AP reviewed a game called *Secret Of The Silver Blades*. It was a godawful RPG that looked like a poor C64 game from about 1985, and it got 8 percent, which frankly, with hindsight, was about 4 percent too much. We were soft in those days. Anyway, this upset USG somewhat, particularly a chap called Andrew Chorzelski, their Sales And Marketing Director.

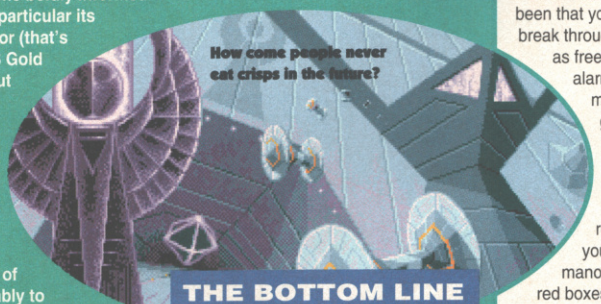
Nothing too unusual there, of course. We're used to upsetting software houses and having PR people sulking at us here at AMIGA POWER, and it usually all blows over as soon as the next game comes out. But not this time. Andrew, it would appear, is a man who takes his grudges seriously, and he forbade USG's PR department to send us any further review copies, book any advertising pages, offer any kind of editorial assistance, or even speak to us on the telephone. When our sister magazine Gamesmaster got *Street Fighter 2* in for review last year (a full 14 months after the *Secret Of The Silver Blades* review), for example, the disks came accompanied by an amusingly-punctuated memo (which still adorns our office wall) marked 'PLEASE DO NOT PASS ON TO AMIGA POWER – FOR YOUR EYE'S ONLY'.

And so it continued. We kept going to the shops, good US Gold games kept getting good reviews (*Indy Jones Fate Of Atlantis* 90%, issue 21), and crap US Gold games kept getting crap reviews (*G-LOC* 7%, issue 18). A couple of months ago, though, things started to get silly. USG took some console mag journalists over to Lillehammer in Norway, as a promotion for their forthcoming Winter Olympics game. Among the journos was AP's ex-Staff Writer Tim Tucker, then working for Sega Zone, who found himself chatting to Bridget Hirst, USG marketing person. Bridget had a revelation for Tim. She boldly informed him that AP, and in particular its humble Deputy Editor (that's me, folks), hated US Gold and all its games, but that we were being cleverer about it these days. What happened now, said Bridget in conspiratorial tones, was that I would write vicious and cutting reviews of USG titles (presumably to ensure that some novice staffie didn't forget his briefing and accidentally like one), but then cunningly put someone else's name at the bottom. Tim was surprised. He didn't remember any of this during the nine months he'd worked on the mag, and said so. Luckily, Bridget wouldn't be deflected from her quest for truth. They knew. They could tell. Tim was wrong, and that was that.

So there it is. International-class corporate paranoia mixed with schoolboy sulking at its finest. Don't you just love it? Now you know why AMIGA POWER isn't usually the mag with exclusive first reviews of USG games. Sorry.

We wouldn't normally tell you this kind of behind-the-scenes stuff, but hey, I couldn't be bothered playing *Cybercon 3* again.

● *STUART CAMPBELL*

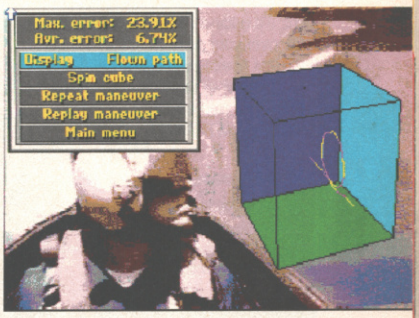


THE BOTTOM LINE

A really quite fab 3D adventure epic, in much the style of *Driller*, *Total Eclipse* or *Interphase*. A little dated these days, especially visually, but it'll still give you weeks of fun. We gave it 88% in our very first issue, and at budget price I don't see any reason to change that now.

88 PERCENT

BLUE ANGELS



Hang onto your trousers lest they ignite, it's high-octane action all the way. Nearly.

Publisher: Hit Squad
Price: £9.99
Release: Out now

"Squadron leader here, form up!"

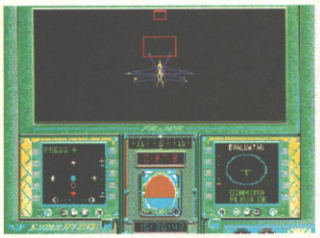
Oh, er, Wilco, tango, foxtrot, over. Blimey, here's a tough challenge for a flight sim. This time I've got to fly in formation with the famous US Navy Blue Angels air display team. I use the term 'famous' loosely of course, 'cos I've never heard of them.

"Four seconds to first move. It's a diamond low-break cross followed by a fleur-de-lys and a left echelon break."

Yeah, yeah, over. Of course, one of the beauties of flight sims has always been that you can buzz the control tower, break through the clouds and simply be as free as a bird, so imagine the alarm bells that started ringing in my head when I found that I've got to co-ordinate my flight path with five other planes. Fortunately, there's a simulator within the simulator that's a wire frame representation of the world and your fellow planes, with each manoeuvre mapped out in the air by red boxes. You simply follow these boxes, and at the end of each pass, your flight path is drawn out and you can compare your wobbly attempts to the perfect, graceful arcs they wanted.

"Break, break, break!"

Oh dear. Unfortunately, where as the sim is quite fun and rewarding, the actual airshows are a bit sad. The game jerks and glitches along, with the sky frequently turning green, and the display always



This is you, following your team members, flying upside down. Apparently.

being a fraction behind your controls. Also, without the guiding red boxes, your only clue as to what the planes are going to do next is a little display in the bottom right corner, which means you spend all your time looking at this. The final problem is that you've got such a small viewing area, that once your team mates are out of sight, it's odds-on that you're never going to recover your position. It's a nice idea, but it just doesn't work and – Oops.

"Cancel airshow. Somebody scrape Cam off the runway. Over."

● *CAM WINSTANLEY*

THE BOTTOM LINE

The simulation mode's more fun than the airshows, which seem an entirely unworkable idea. The fact is that there are many faster, smoother, better-looking flight sims out there that you can practice complicated manoeuvres on, and then go and shoot down planes afterwards. Strictly of novelty value for flight sim enthusiasts only.

41 PERCENT

In the game's singularly most violent moment, you sell your gold tooth to this obviously quite bonkers dentist. Bad move, Peter.

HOOK

Publisher: Hit Squad
Price: £9.99
Release: Out now

Despite what everyone says, I still think that Steven Spielberg's a hit-and-miss director. If someone gave me $34 million, I'd be able to take a children's literary classic and turn it into two hours of jaded, boring, formulaic American trash, complete with nauseating ending and moronic kids on skateboards. A Peter Pan for the caring '90s? Chinny reckon, Steve.

It came as a great surprise then when I loaded up the game and found that it wasn't an equally lifeless experience. In an unusual flaunting of current film licence practices, this *Hook's* actually a graphic adventure in a point-and-click-a-bit-like-those-*Monkey-Island*-games sort of way. And curiously enough, it's actually more fun than the film.

The game follows the movie plot quite closely: Peter has to return to Neverland to rescue his kids from evil Captain Hook. He initially needs to get dressed up as a pirate instead of a businessman, and then goes on to bump into the Lost Boys, remembers that he's Peter Pan, and all that.

It's entertaining, the graphics are nicely cartoony, and the whole thing will go down well with adventurers, but there are a few problems. There's not much help, and some of the puzzles are so obscure that even when you've done them, it's hard to believe that you managed to work it out. Also, after an hour, I'd managed to get quite a long way through the film plot-line, so I've got reservations about how long the rest of it would take. But if it's a toss up between buying the video or this, I'd definitely go for this.

● *CAM WINSTANLEY*

THE BOTTOM LINE

The best parts of *Hook* are those that aren't in the film, and this succeeds as a playable adventure game despite its links to the movie rather than because of them. Recommended for those fortunate enough to have not seen the film.

80 PERCENT

CARDIAXX

Publisher: Team 17
Price: £9.99
Release: Out now

Sorry, Team 17. It's me again. Anyone else might not have noticed, but I'm sad enough to remember *Cardiaxx* the first time round. It was an old Electronic Zoo game we reviewed back in issue nine, and without going and looking it up I reckon it scored somewhere around the 59% mark. Oh, what the hell, let's go and look it up anyway. (SOUND F/X: Riffling sounds from dingy corner of office.)

Especially for those of you desperate to know your score, there's this option.

Hey! 59%! Truly, I am the Master Of Memory! Er, anyway, then as now,

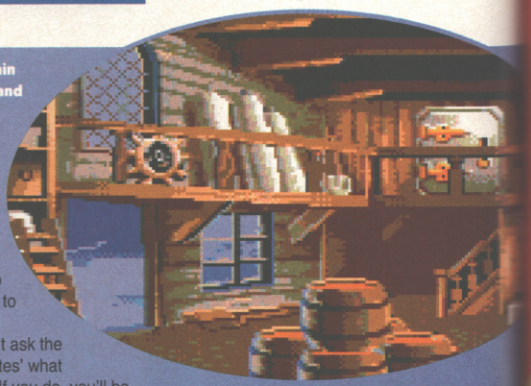
THE SECRET OF MONKEY ISLAND

Publisher: Kixx
Price: £16.99
Release: Out Now

Monkey Island received a very enthusiastic assessment when first reviewed by AP way back in issue two: "This is one program that really skanks."

So the only question that really needs answering now is whether or not the passage of time has tarnished it in any way. The answer is a sort of mixed bag of hums, ho's and yes's and no's.

Graphics for adventure games have moved on since *Monkey's* incept date. Nevertheless, if you didn't see it first time round, the humour's still there. The gameplay's still there, as is the slightly clumsy control interface (I say this in the context of having played *Ishar 2* for a fair old while).



Who remembers Captain Pugwash, that rotund and ever-so-crap pirate?

The graphics look dated and it can get annoying having to wait for the characters to finish their speech. Whatever you do, don't ask the 'important-looking pirates' what constitutes their grog. If you do, you'll be there long enough to make a cup of tea, brush your teeth, read the paper, watch the news and still have enough time to walk the dog before you return to the game. By this time, the rather laboured joke might have reached kerosene as one of the grog ingredients.

But hey, don't take this as a knock on the game. The plot is way above the standard of an average adventure. Before the advent of computer games, small boys used to play pirates with each other and dress up in funny clothes. *Monkey Island* lets you fulfil the childhood dream.

And a long, involving, enjoyable time is to be had by the aspiring Guybrush Threepwood (the name of the character you control). Just making it to the ranks of pirate consumes a fair part of the plot. You'll be Yo Ho Hoing and bottle of rumming throughout.

Consider this question though. Is £16.99 the sort of price that you could consider as budget (especially since at this price, it doesn't even qualify for the budget chart, according to ELSPA rules) when the original price of over two years ago was £25.99?

● *STEVE McGILL*

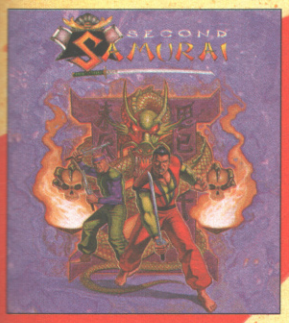
THE BOTTOM LINE

As good a place as any to mention the funky soundtracks. They've been surpassed by today's efforts but still sound pretty good. Oh, and 10% off for silly and aggressive marketing.

75 PERCENT

What about Rentaghost, featuring that annoying git Timothy Claypole?

A SEQUEL TO END ALL SEQUELS...



OUT NOVEMBER

FOR THE AMIGA

After an epic struggle of good against evil, the Demon King sought refuge far away in time; where his magic was forgotten, and where he could lick his wounds and recover his powers.

Yet he had not counted on the will of a young Samurai warrior. He followed the Demon into 24th century Japan, to ancient Japan and finally, confronted the Demon in his mountain throne where the King was prepared to try anything to defeat him.

All of his demonic forces have been summoned to his aid, all of his tricks and traps have been set, all of his power is directed against you. Only the wisest and the most honourable of warriors can defeat him.

SECOND SAMURAI

...the story of the second samurai is yet to be written

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PSYGNOSIS

For annoyingly stupid people, there's this option which gives you directions.

Cardiaxx is a horizontally-scrolling shoot-'em-up which differs from the norm in that, rather than chucking wave after wave of baddies at you, you take them on one at a time. Blow a wave away, and the screen tells you whether to go left or right to find the next wave, and you have to do each level against a pretty tight time limit. The changes Team 17 have made in buying this one up for budget release have mostly been improvements in your ship's handling and control (as well as slowing down the game's slightly unmanageable pace a bit), which means that most of *Cardiaxx's* major design flaws are still wedged in there like big enormous spanners in the gameplay works.

The biggest problem with it is that very little seems to be happening most of the time, and you still have to do a ridiculous amount of faffing around with your ship in order to shoot the same baddie about 800 times. The scenery is featureless, so you're forced to wonder why you have to search around in it instead of just meeting the meanies in some sensible kind of way, and there's nothing in the graphics or sound to entice you to bother. *Cardiaxx* tries to pay tribute to the *Defender* genre, but you're better off sticking with the original, frankly.

● *STUART CAMPBELL*

THE BOTTOM LINE

Regardless of how much it might have been fiddled around with (and I didn't see much evidence, certainly in the early stages), it was pointless fiddly dull crap two years ago and it's pointless fiddly dull crap now. Sorry.

46 PERCENT

THOMAS THE TANK ENGINE 2

Publisher: Alternative Software
Price: £12.99
Release: Out now

"I'm a really useful engine," said Thomas as he pulled into the sheds one morning. "No you're not" puffed Gordon with a cruel sneer on his face. "You're a smug little sycophant with a perverse and unhealthy interest in the Beatles".

The other engines and programmers overheard and tried not to laugh.

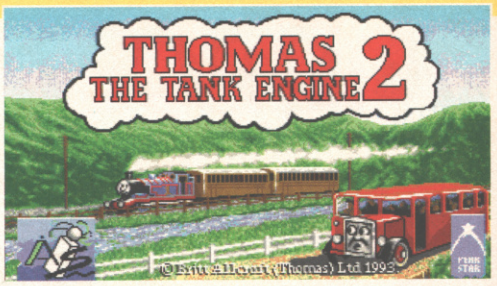
"Stop arguing," butted in the Fat Controller. "I know, we'll launch a cutesy game aimed at kids and charge them a high price for a race of limited novelty."

Thomas got really excited "I've always wanted to be in a MicroProse game," he squealed. "What will we call it? I rather fancy *Thomas The Formula One Tank Engine."*

"No, no, Thomas. We'll have to call it something far more exciting than that. We've got *Sonic The Hedgehog* to think about," said the Fat Controller while trying to work out if he could get more for Thomas if he sold him for scrap.

Unluckily, the Fat Controller remembered that even though

"Chuff chuff chuff chuff. Wooo-woo!" said Thomas.



GRAHAM TAYLOR'S SOCCER CHALLENGE

Publisher: Buzz
Authors: Krisalis
Price: £9.99
Release: Out now

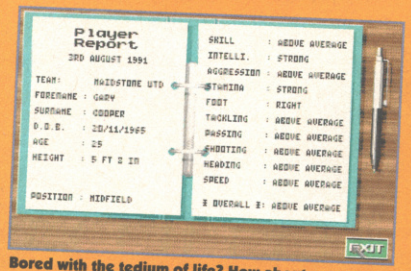
This is going to set all you manager sim fans out there shrieking, so hang onto your sheepskin jackets. I've never played a football manager game before in my life. Not ever. This is a bit of a mixed blessing from your point of view as a potential buyer of this game, and I'll tell you why. Not having played one before means that I can give a focused view of it as a piece of entertainment (which is, after all, what it's all supposed to be about), but the down side is that I can't compare this to other similar products. *(Don't worry, sports lovers, the AMIGA POWER Football Management Fan Club will be watching over Cam's shoulder to make sure his lack of historical grounding doesn't cause him to make any embarrassing or 'unfortunate' mistakes. – Ed)* Okay, here goes...

As a complete rookie to this sort of thing, what do I see? First off, it's pretty simple to use, with everything being controlled with the mouse, and all the different sections laid out in seemingly endless sets of sub-sections. You can click on a picture icon of a footballer, for instance, then choose from seven options, and STILL have other options to choose from. It's a game of 90 clicks, end to end, and no mistake.

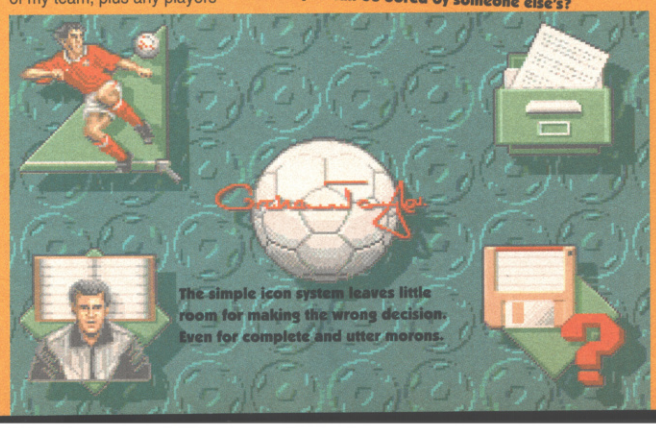
Choosing my team, it becomes apparent that I'm expected to learn all the names of my team, plus any players on other sides that I might want to buy. Seeing as I have to refer to my parents as 'Mum' and 'Dad' because I still forget their Christian names, learning twenty or so fictional computer players is completely beyond me, so I've got to resort to good old pencil and paper.

There's loads of information on the form of each player and their medical records, but this only becomes important once you're well into the season. Until this happens, the majority of your time is taken up planning training, which simply involves choosing two activities from a list. Apparently you can work on the ball skills of individual players to boost them up, or use circuit training to get the entire squad fit, but it all seems a bit stupid to me. The same sort of thing happens in *Speedball 2*, but at least you've got some pretty pictures to look at.

When match day comes, you choose the team (more clicking) and have the option of watching the match, or any other match for that matter. It's an overhead non-intervention game and feels a bit like watching *Sensible Soccer* on demo mode, although you can substitute players if you want.



Bored with the tedium of life? How about a game where you can be bored by someone else's?



The simple icon system leaves little room for making the wrong decision. Even for complete and utter morons.

Heeere's GRAHAM!

Whoopee! *(We should, of course, point out that this is a major advance on every other football management game in the world except the ancient* Player Manager, *though. – Ed)*

After the match, you can choose to congratulate, commiserate or go completely ballistic at your team, which is supposed to affect the team's morale, and then it's back to scouring the league for possible replacements, shuffling the team to take injuries into account and filling in dates in your diary.

And that's it. Do people really play these games for an entire year? It would appear so, seeing as they're constantly in the charts, but I'm pretty baffled why. I hated it from start to finish, and the lack of anything to look at other than graphs and lists made me suffer some sort of sensory deprivation attack. Strictly one for the train spotters, methinks.

● *CAM WINSTANLEY*

THE BOTTOM LINE

One of the best football management games around, according to the rest of the team, but it left me completely cold, even when I thought of it as a wargame with the opposing team's penalty area as a kind of HQ to be infiltrated. That's the last time I criticise Stuart's music taste while he's allocating reviews. But anyway, although personally I'd rather say something like 8%, I'd better be objective and go for something more like...

75 PERCENT

Thomas was a clapped out old boiler in real life, in the marketing world he was what was referred to as a cash cow. He could be milked for many a year yet. The solution was simple. The Fat Controller would stick to a tried and tested formula.

"It's going to be a jolly old jape where you get to race all of your friends over four puzzley tracks," announced the Fat Controller. "All of your friends are in it. And remember, if you don't agree, we're going to get Linda McCartney to read all of your stories on television."

"Ah, TV hell," said Thomas, quaking in fear at the prospect. "Okay, maybe there's enough poor little kiddies out there willing to pay £12.99 for half a game," added Thomas. "Let's at least try to make it better than the previous effort. I still have some street cred left with groovy three year-olds out there".

"Oh, don't worry about that, Thomas. That's exactly who we're aiming this game at". The Fat Controller gave Thomas a greedy grin.

Imagine *F1GP* for three year-olds, with a split-screen simultaneous two-player option, horizontally scrolling playing area and trains. It would be like this. Probably.

"It's going to be called *Thomas The Tank Engine 2*. It's got a split screen and two friends can play against each other at the same time. They can even choose who they want to play."

Thomas gulped as he suddenly realised that he wouldn't necessarily be in any of the games. "What if the kids out there don't want to play me?" queried Thomas indignantly.

"Tough luck you little jerk," jeered Gordon. "You're just not up with the times are you? And that's why I'm going to beat you in the TV ratings war – as well as in the race game."

● *STEVE McGILL*

THE BOTTOM LINE

"I do hope it sells well," worried Thomas. "Don't you worry," leered the Fat Controller, "the kids love you so much that we'll soon be earning as much as Ringo Starr." He chortled all the way to the bank.

68 PERCENT

WORLD CLASS RUGBY

Publisher: Audiogenic
Price: £14.99
Release: Out now

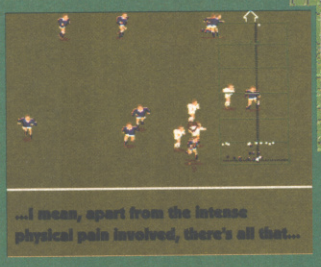
"Put it into 3D mode." Sorry? "Put it into 3D mode." Absolutely amazing. We're doing a feature on top-notch samples in games. And here we have a budget rugby game with an instructional sample that sounds incredibly like a slightly impatient Stuart Campbell.

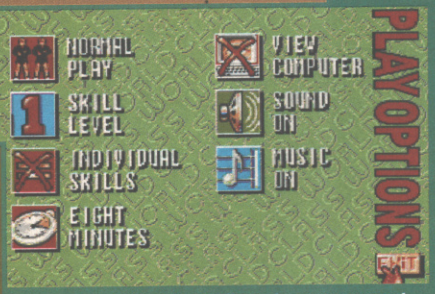
Well what do you know, it really was Stu all the time. Still, it probably was pushing the bounds of interactivity for a 1991 game. Shame though, 'cos it was giving me great pleasure to ignore the suggestion; safe in the false knowledge that there would be no repercussions for my lack of compliance.

As usual though, the proposal had a note of positive negativity in it. 3D mode was dutifully toggled, and what do you know, a completely new perspective unfolded on the game. A push on the 'blimp view' key further gave way to a reasonably impressive aerial panorama which, incidentally can also be toggled into a 3D overhead vista.

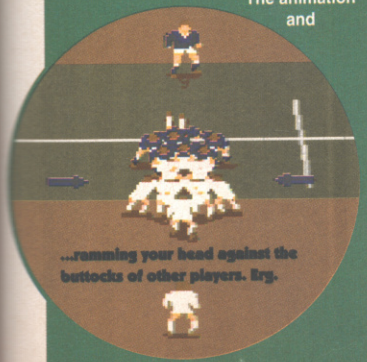
World Class Rugby is impressive. The animation and motion of the players is excellent; much better than any of the *Kick Offs* or *Sensible Soccer* can muster. In fact, just as an aside, *WCR's* players look like real men compared to the ballet dancing small girls' blouses of the *Sensible Soccer* crew.

But as everybody who reads AMIGA POWER knows, lovely graphics do not a great game make. You DO all know that by now, don't you? Please?





Anyway, apart from the obvious advantage over real rugby of not getting kicked in, there's also this screen.



...ramming your head against the buttocks of other players. Erg.

The rules and procedures of rugby are dutifully adhered to. Penalties, line-outs, drop kicks, scrums, offside, passing, even marking (where a player remaining stationary in his own 22-yard area catching a ball can call for a mark and receive a free drop kick for his trouble). They're all here. In fact, this attention to detail, both in gameplay and the overall amount of options open to the discerning player, is to be lauded. For example, from the options you can select action replays, individually skilled players, muddy wind-blown pitches, team strip colours etc etc etc. Not enough software houses pay this amount of attention to accuracy in their games.

Needless to say though, with all of this detail to be taken in and dealt with, control isn't quite as easy to get to grips with as, say, a football game. Rather than have the computer switch automatically to the optimum player for tackles etc, you have to do it yourself by pressing the fire button. This can be quite tricky, especially when the All Black's best forward is hurtling toward your dead ball area. Invariably, control switches to the wrong man half a second too late. But practice very nearly makes perfect, happily.

The most relevant criticism is the apparent inevitability of ending up in a ruck. While rucks do crop up in every rugby match, they're usually over in seconds and definitely do not result in the potential Carpal-Tunnel-Syndrome-inducing joystick waggling.

Well, that's about it. *World Class Rugby* hasn't been penalised by the knock-on of time since its first dummy run. Give it a try.

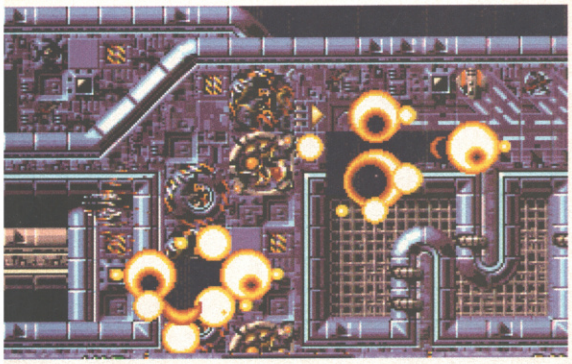
● *STEVE McGILL*

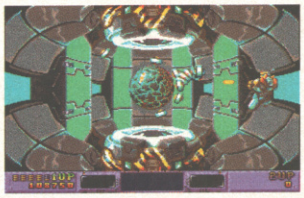
THE BOTTOM LINE

The best rugby game on the Amiga (not that there's much competition), and a fine home-grown alternative to *John Madden Football*. A bit expensive for a budget game, but it's good enough to get away with it. A winner.

88 PERCENT

VIDEO GAMES





**COVERDISK:
THE DEFINITIVE DEMO OF THE SHOOT-EM-UP OF THE YEAR**

ARE KILLING POP MUSIC...

AMIGA FORMAT

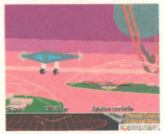
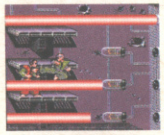
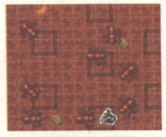
BRINGS YOU THE MASS MURDERERS

- URIDIUM 2
- SECOND SAMURAI
- OSCAR
- BLASTAR
- DOGFIGHT
- OVERDRIVE
- BOB'S BAD DAY
- QWAK
- DONK!
- PREMIER MANAGER II
- COMBAT AIR PATROL
- DIGGERS AGA
- ISHAR AGA
- NOW THAT'S WHAT I CALL GAMES
- D-GENERATION CD^{32}
- ALFRED CHICKEN
- AIR FORCE COMMANDER
- BRUTAL SPORTS FOOTBALL
- WIZ 'N' LIZ

PLUS BAGS OF BUDGETS!

POINTS OF VIEW

Nine games! Nine (count 'em!) front-end games! Blimey, it must be Christmas or something. Oh, it is.

	CANNON FODDER	 FRONTIER	 SECOND SAMURAI	WONDERDOG	 ALIEN BREED 2	CYBERPUNKS	SEEK AND DESTROY	BRUTAL SPORTS	SETTLERS
STUART CAMPBELL	I didn't fight in two world wars. Hurrah! ★★★★★	Frontiest game of the year. ★★★★	*First-rate Samurai* more like. ★★★★	Not enough football in it. ★★★	More of the same, including the price. ★★★	Haven't played it.	I'll stick with *Desert Strike*. ★★★	*Speedball 3* more like. ★★★★	How *Populous* should have been. ★★★★★
MARK WINSTANLEY	Best game this year. ★★★★★	Haven't played it.	*First Samurai* again, more like. ★★★	A platformer – just what we need. ★★★	Turbo *Alien Breed*. ★★★★	*Gauntlet* for three year-olds. ★★	Remember *Starship Commander*? ★★★★	Not quite *Speedball 2*. ★★★★	Long-term fun. ★★★★★
DAVE GREEN	Shameful insult to our war dead. ★★★★★	Sexy but dull. ★★★	Haven't played it.	Woof, woof, wag, woof. ★★★★	*Alien Breed Too Hard*, more like. ★★★★	Cyber-fantastic. ★★★★	An asset to the collective. ★★★★	*Bootle Spurty*, more like. ★★★	Haven't played it.
STEVE MCGILL	Child-corrupting combat charge. ★★★★★	Worth waiting five years for. Not. ★★★★	Chop, chop, jump, slice. ★★★	I want a puppy for Xmas – to eat! ★★★	Run about, die! Run about, die! ★★★	One for the Neuromantics. ★★★	Air strike and napalm, more like. ★★★★	Pixel-packing punching power. ★★★★★	Good for indigestion. ★★★
JONATHAN DAVIES	I agree with Joseph. ★★★★★	I agree with everybody. ★★★	I agree with Cam. ★★★	I agree with Stuart. ★★★	I agree with Dave. ★★★★	I agree with Stuart again. ★★★	I'm in the mood for dancing. ★★★★	Romancing. ★★★★★	I'm giving it all tonight. ★★
JOSEPH GOEBBELS	The Angel of History has flown. ★★★★★	The Iron Curtain, more like. ★★★	Give me a stormtrooper any day. ★★	*Wonderhund*, mein Fuhrer. ★★★	*Aryan Breed*, more like. ★★★	Haven't made it talk yet. ★★★	Remember Leningrad. Is Paris burning? ★★★★★	Sieg Heil! ★★★★★	We need more *lebensraum*. ★★★★

ON SALE 9TH DEC

NEXT MONTH

WELL, HERE IT IS

MERRY CHRISTMAS EVERYBODY! The January ish of AMIGA POWER is going to be packed so full of super-fine up-to-the-minute game reviews and features that, quite frankly, we don't know how we're going to fit in all the same tired old jokes and ludicrous self-indulgence. But, what the heck, we'll probably manage it somehow. After all, we usually do.

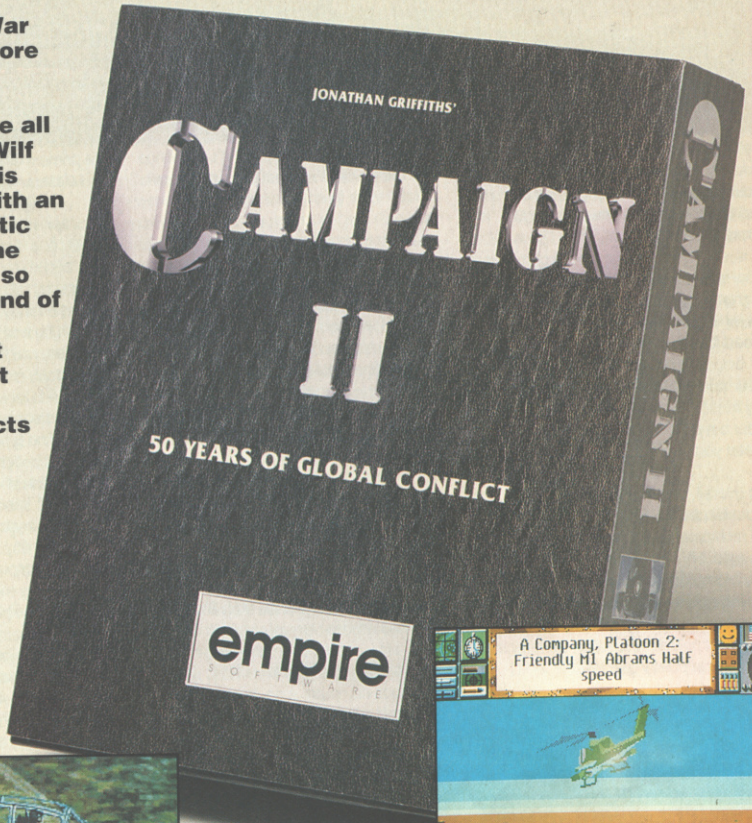
50 YEARS OF GLOBAL CONFLICT

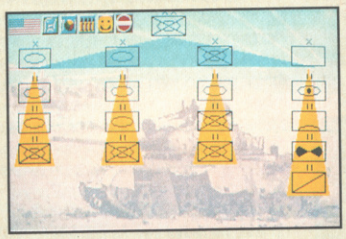
Campaign II heralds a new generation of War Simulations

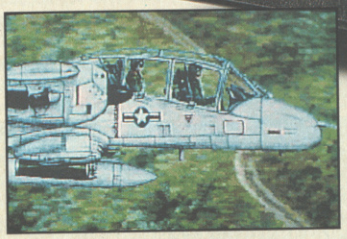
Campaign II heralds a new generation of War Simulations with more depth than ever before and fabulous real-time 3D action.

The depth to Campaign II is provided by the all new strategy. Expert Military consultant, Wilf Owen, from recent conflicts has brought his knowledge to bear on computer gaming with an end result that looks and feels more realistic than ever before. All aspects involved in the running of an army have been considered, so that now you can place yourself in command of either side, at any level in the chain of command. Over 130 templates of the most significant military forces from 56 different nations of the last 50 years have been included to gain an insight into real conflicts such as Korea, Vietnam and Operation Desert Storm.

The action takes the form of fast 3D graphics if you choose to enter the battlefield in one of the 152 types of military vehicles. APCs and Mobile Artillery, utilise weapons ranging from wire-guided missiles, rockets, homing missiles, and machine-guns supported by laser rangefinders to tracer range-finders, night vision, and gun stabilizers.







- **Campaign II has emerged as the most comprehensive simulation with new improved strategy, at any level in the Chain of Command (C.o.C.), closely resembling that of a real military situation.**
- **Hands-on action as you fly helicopters in air-to-ground or air-to-air attacks.**
- **Deploy the animated infantry during fierce battlefield action in a new improved 3D environment.**
- **Featuring all the modern weapons systems: guided missiles, rockets, homing missiles, laser rangefinders, gun stabilizers and night sights.**

empire SOFTWARE

CAMPAIGN WAS BIG — CAMPAIGN WAS GOOD
CAMPAIGN II IS BIGGER, BETTER AND QUITE SIMPLY
THE MILITARY SIMULATION OF THE YEAR!

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the heck, we'll probably manage it somehow. After all, we usually do.

DO THE write THING

Disappointingly, we didn't get any good letters this month, so we had to make up four pages' worth and then go to all the trouble of answering them, too. Well, that's not strictly true – one of the following is, in fact, a genuine reader's letter. But can you spot which one? If you can, write in and tell us. Cheers.

● Address your letters to: AMIGA POWER, 30 Monmouth Street, Bath, Avon BA1 2BW.

'I READ IT ON THE TOILET'

Hello there, people at AMIGA POWER.
You are a good magazine
Your pages are really bright
Full of interesting reviews and stuff
I read it in bed at night

Your reviews are really ace
A great magazine – don't spoil it
News and cheats and this and that
I read it on the toilet

Your marks of games are really fair
My friends think you are fun
Your coverdisks are good also
I read you rather than The Sun

So overall, you're really great
More fun than any book
I'd recommend any Amiga owner
To read AP, what luck!

An interesting creation by Bill 'Easy, caring and kind' Yob, Middlesborough

The next person who sends us a letter in the form of poetry gets shot.

'TOTALLY IRRELEVANT, WIBBLING GARBAGE'

Dear AMIGA POWER,

I've noticed a big change in your magazine over the past year or so, ever since the departure of Matt Bielby, and I can honestly, definitely say that it's a change for the worse. What am I talking about? Well, never in any other computer or console mag in existence have I read so much totally irrelevant, wibbling garbage that seems to have crept into your reviews and previews over the last year. Your picture captions are a bit of a disgrace too.

How about picture captions which actually tell you something about the game in question instead of just trying to be big, hard and clever all the time? This, after all, is an Amiga games magazine and nothing else (in case you hadn't noticed) and this is all it should be.

There's a limit to how far all this new wave, clever clever, alternative rambling can go on before it becomes completely irrelevant to the proceedings and becomes just plain irritating, and I'm afraid that AMIGA POWER has now stepped over the mark. In the old Matt Bielby era, AP was always very informative and had that witty, cutting alternative edge which made it so great and different to any previous computer mag, but it's now become ridiculously saturated with so much nonsense as to have become practically unreadable without wanting to chuck it straight down the bin.

By far the worst offenders are, naturally enough, Cam Winstanley and newie Steve McGill, with Winstanley's review of *Chuck Rock 2* from AP24 being a prime example of how excruciatingly useless a review can get.

And all that 'In The Style Of' nonsense is just plain crap and useless as well. And even the letters pages seem to be becoming increasingly filled with boring rambling gits who somehow seem to think they're funny and who write about anything and everything EXCEPT Amiga games, which is what you're supposed to be about, isn't it? Or is it?

Are these the sort of people you're now catering for, the new wave, trendy, Ben Elton type alternative sect who've no interest in computers whatsoever (as referred to in Jon Dickison's pathetic letter in AP30) leaving us true, proper Amiga games players in the lurch?

Are any of the AP team apart from Stuart Campbell interested in computer games any more? There's nothing wrong at all with wibbling, as long as it's informative, interesting and RELEVANT to the game in question, just like it was in the good old days of AP. We readers are interested in AMIGA GAMES, not your personal worries and theories about God knows what, and I hope you begin to see sense and change back to those times and the real world.

Yours sincerely, Mark Bobowicz, London

Stuart says: "I remember you, Mark J Bobowicz of Crystal Palace. You used to write in all the time in the old days saying we were rubbish and that I was a really crap reviewer, and whinging about Rainbow Islands. *Doubtless in another 12 issues' time you'll write in telling whoever's on the mag then that it's not as good as it was in the Cam Winstanley/Steve McGill Golden Age. You're just never happy, are you? I mean,* Chuck Rock 2? *Of three pages of review, perhaps the first two paragraphs could possibly be construed as irrelevant, and even then only if you take an exceptionally narrow definition of 'relevance'. If that's past your 'limit', then, well, tough luck, frankly. We take pride at AP on giving you all the information you could possibly need to know about a game in the most entertaining manner we can – if you'd rather read three pages of plot rehash followed by '...and it's really great!', then there are plenty of other magazines who'll be able to fulfil your requirements more than adequately. Seriously, what did you want to know about* Chuck Rock 2 *that wasn't in Cam's review? I'd be interested to hear.*

"Thing is, Mark, most of our readers have a life outside of playing Amiga games, and we're happy about that. We like to think that we, as well as they, are people who like to play Amiga games, not Amiga gamers who occasionally do other things when there's a power-cut or something. Do you really want your life divided up into little easy-to-manage compartments, with no crossover between different things? If so, you're in a tiny minority of very sad people, and to be honest, we're not interested. Lighten up."

GAME MUSIC CD winner

"I LOOKED UP THE WORD 'SATIRICAL'"

Dear AMIGA POWER,

Regarding my letter that was printed in AP issue 30, which I believe was obviously misunderstood. Just to be on the safe side, I looked up the word 'satirical' in the dictionary: A cynical observation of others. Sarcastic and humorously critical. Yep, exactly what I thought satirical meant.

Now the reason that I chose AP rather than any other Amiga magazine was the way in which the reviews and articles were so humorously written. It appealed to my sense of humour, and in the nine months that I've been an AP reader, I don't think that I've ever seen a review or article that was entirely serious, the Cyberpunk article being no exception.

The way that piece came across was as a very tongue-in-cheek piece of writing. If you want satirical then you must be way more vitriolic than that.

When I saw your reply to my letter, I laughed heartily. Satirically challenged indeed – I watch Have I Got News For You, you know. I thought I would write a tongue-in-cheek letter in reply to your article and it was not meant to come across as a diatribe from a brain-dead metal head. I also thought that because you didn't mention any of those horrible-sounding industrial groups by name, that I might be able to enlighten anyone who might have been interested. It also warns people about what to avoid if they are not interested. As to your point about Joy Division, they might not have thought that they were cyberpunk, but that isn't the point, it is how other people perceive and label something.

I don't consider myself to be a cyberpunk anyway. I haven't got the lifestyle for it. I don't just listen to industrial either. My musical 'taste' ranges from REM to Brutal Truth – listen to them if you dare! Please don't take this letter too seriously and keep poking fun at all and sundry, it is one of the things that makes your magazine so enjoyable.

Yours totally un-satirically, Francis Donlevy, Bromley

Oh no! You've missed the point AGAIN, Francis! Obviously we spotted straight away that your letter was being satirical, so we thought we'd better keep the joke going and write an obviously satirical reply – and you fell for it! Again! Ha ha! (This one could run and run. – Ed)

'RUINED MY LOVELY PILE'

Dear AMIGA POWER,

I've been a loyal fan of AP for about 20 issues now, and think it's the best magazine to ever populate my local newsagents. Recently though I've noticed the mask slip a little and a few points need to be put right.

First off, let's start with the little niggles like the cover and the spine. After collecting the issues up to issue 24, I had a nice, pristine stack of gleaming APs looking nice and orderly. Then, on the arrival of AP25, I noticed that the cover art had been overlapped onto the spine of the magazine, so when I put it in pride of place at the top of my pristine collection, it didn't look pristine any more. Since then you've continued to defile the spines (with the exception of the excellent issue 26) and ruined my lovely pile.

DO THE write THING

On the subject of the cover, I've noticed that the cover art has slipped also. You started out okay and reached a peak with issue 28's fantastic *Syndicate* cover, which you seemed to have taken from the actual game box!?! When issue 30 decided to come through my letter box, I realised it was crap. Gone were the impressive covers, and replacing them was this crudely put together cover with little colour and style (except for the free game you gave away below the postcards, nice touch guys.) You couldn't even colour the company logo in the correct colour, instead colouring it in a weird orange colour. *(Colour, colour, colour, colour. You'll never be a writer, Daniel. – Ed)*

The last thing is you don't seem to answer all the questions people write in and ask you, and just give a one-line comment about the last question. Please answer my questions as I feel they're worth attention.

Yours Subscribingly, Daniel Waddington, Clayton-le-Moors

But Daniel, now you can pick out any issue you want at a glance, without having to look carefully at the spines of half a dozen near-identical issues with the letter 'A' on them. And as for covers, well, okay, issue 30 wasn't our best. We actually spent much longer on it than we do on most of our covers, funnily enough, but we just couldn't get the various elements to gel properly somehow, and it didn't help when the printers put the postcards on the wrong way round and introduced a few more colours into the equation, either. But what do you want, blood? We hope you liked the last couple, anyway.

'DALEKS SIT ON CLOUDS PRONOUNCING'

Dear AMIGA POWER,

I blame the teachers, I do. Not his parents (who are in hiding in a brick bunker somewhere in the approximate vicinity of the Uncle Joe's Mint Balls factory in Wigan) or his sister (who never bullied, bashes or otherwise mistreated him) but the teachers.

Let me take you back to a time when Cam Winstanley was a small, wide eyed eight year-old. A time when his teddy bear was called Edward and when he cried whenever he read Charlotte's Web. Now let me direct you to the contents of his school scripture book to show you the worrying workings of this young mind. The text is a dutiful retelling of the Testament tales, but then there are the illustrations. Like I said, I blame the teachers. Daleks sit on clouds pronouncing judgement on mankind, Moses packs a pistol instead of a staff, X-Wing fighters strafe the chosen multitude, need I go on?

Now you may be asking what this has got to do with the teachers, so I'll tell you. Did these workings of a warped mind have a red footnote which reads "Cam, we are recommending you to the education authority psychologist"? No, there are just pages and pages of ticks.

Now Cam has swapped Edward for a 9mm Israeli Desert Eagle and he pulls the legs off spiders like Charlotte while playing horridly violent video games. Why didn't they see it coming? Why oh why?

'WW', Lancs

We did some research, and it turned out that this letter was in fact from Cam's sister, Wendy Winstanley. Oh dear.

'HALF OF WHAT IT COULD HAVE BEEN'

Dear AP,

I have finally come to the conclusion that Commodore don't know what they're doing. I used to think that they must move in mysterious ways, but now I just think it's run by people who never stop to evaluate the goods they produce. Take the new CD32 console – we know that Fast RAM can nearly double the speed of the A1200, yet the CD32 comes with only Chip RAM. How much would it have cost to include a measly 512k of fast RAM for program code to execute from? £20 perhaps, yet no one thought to include this and double the console's speed! So the performance of the CD32 is for all time going to be half of what it could have been.

Yours not from Dallas-ly, Jeopardy Retardation Burns, Sunderland

True, Jeopardy, but then for another £20 they could also have stuck a toaster on there so it would have made you toast as well. You've got to stop somewhere.

'VIC 20 USER, ETC'

Dear AP,

I've been a Commodore user for 10 years, from my trusty Vic 20 onto a 64 and now with a 500 Plus and I've seen many a magazine come a go *(Sic. – Dave)*. Remember Personal and Computer Gaming, Vic 20 User, etc... The main 2 were Commodore User and C&VG, which got pathetic and childish and now, after seeing issue 30, find out that you have finally gone that way to. What's with the pathetic free complete game, place X and O symbols, etc. GROW UP! and on the back cover's 'Next Month' you lot are Either 12 years old or Really Sad. Your magazines on the way out... Im off to CU Amiga. nice knowing you.

Ian Marley, Sheldon

It was a joke Ian, remember those? They're the things that make you go 'hah hah' and wobble your stomach in mirth. A bit like twisting the idea of free games on games mag covers to satirically include a game of noughts and crosses, or like typing in your letter without correcting the appalling grammar. Here's some helpful hints Ian, remember that that 'I am' is abbreviated to 'I'm,' and whenever you use a full stop, the next letter's got to be a capital. Better luck next time, eh?

'I SUPPLY AN ALTERNATIVE'

Dear AP,

I write to you after having an unbelievably vivid dream, a dream that can only be described as a visitation from the angel of ultimate truth. And this visitation did reveal the meaning of the creation and how we all came about being created in the first place. Behold – The ANSWER.

There was a time when many god-like beings waged war upon each other in the infinite vastness of infinity. These deities were numberless as some of them had the ability of being in two places at once. And the reason behind this constant conflict was to become the Superior One, the master of all things goddy. But to become the Superior One required the Ammeegai Powwerr, a kind of weird book.

One day the uninterrupted hurlings of energy bolts at each other became tedious for these beings, so they turned to a deity known as Bob Thee MP, a divine entity renowned for his original ideas. And he said unto them "Fighting becometh unenjoyable for a simple reason – you get hurt and use up Germoline like nobody's business. I supply an alternative."

"What?" chorused the other entities.

"Each and everyone of you shall sculpt a sphere out of Plasticene™ and attempt to create a life form which shall live on said sphere. If said life forms survive for a set amount of time, they shall be left alone and the creator shall win the Ammeegai Powwer. It may sound a little too much like a Blue Peter competition, but take it or leave it. Any questions?"

One deity timidly raised his hand and asked if he could go to the toilet, and the crowd lynched him. There was much celebrating. There, everything explained, and I've mentioned someone called Bob. What more could you want?

Ardonach the Surreal, Fife

What?

NIGEL MANSELL A1200 winner

'BUTTS IN GEAR BEFORE CHRISTMAS'

Dear Software Houses,

What is your problem? With 11% of Amiga owners having an A1200 (according to the AP reader's survey) and that number obviously rising as we head towards Christmas, how come the number of A1200 specific games is so thin on the ground? With an ever-expanding user base desperate to show off their new machine to their puny A600-owning friends, why don't you take advantage of this hungry section of the market?

Now I expect A500/600 owners to be asking "What drugs is this kid on? All we get in magazines is A1200 this and A1200 that," and to a point this is true, but all the software available at the moment is just enhanced by a couple of extra colours or an extra layer of parallax. To say that this is all the A1200 is capable of is a joke, as anyone who's seen *Gunship 2000* on the 1200 would tell you.

Anyway softies, get your butts in gear before Christmas or there'll be trouble. And that's a promise. Thanks for letting me tell 'em.

Indignant A1200 Owner, Sefton Hill, London

Our pleasure.

ALIEN BREED POSTER winner

'JUST A SMALL NIGGLE'

Dear AP,

This is just a small niggle. Why does the Future Entertainment Show and many others have to be held in London all the time?

Couldn't the organisers change venues each year to allow those people living in Scotland, Northern Ireland and even the north of England a chance to visit these annual extravaganzas? It would cost far too much for an individual to travel that distance and pay for food and maybe accommodation.

Maybe it's just me, maybe people do travel these long distances, but I seriously doubt it. If I'm wrong, fair enough, but I doubt I am. Anyway, bye for now,

Horsebox Haversack Seismograph, Glasgow

Sorry, Horsebox, but that's just the price you pay for living 400 miles from the major population centres. It IS sad for an awful lot of Northern Amiga fans, but that's economics for you. Londoners would feel the same as you about travelling to Glasgow for the show, and organisers can't afford to write off eight million people at a stroke like that, certainly not without charging about 30 quid for a ticket.

DO THE write THING

ask AMIGA POWER

It's back! For one month only! By overwhelming special request! Request of us, that is, because we're utterly sick of opening letters and hoping for some informed debate or intelligent point-making or funny jokes, and getting numbered lists of stupid, stupid questions.

It doesn't matter how many times we tell people we don't know anything about anything except GAMES, some moron will always write in every single day with some ridiculous question about his printer. It doesn't matter how many times we're rude (and we know it's rude, but READ THEM, for God's sake! Tell us they're not stupid questions!) to people who expect us to write their entire bloody university projects for them, there's always another lazy illiterate student along in a minute. So this time, we're going to put a stop to it once and for all. Look at what we have to put up with, and then NEVER, EVER write us a letter like the ones below.

'POORLY DESIGNED HAND CONTROLLER'

Hi AMIGA POWER,
I own a crusty A500 and a Mega CD, and I'm getting a bit hacked off with people comparing my machine with the CD32, after all, one is 16 and the other 32-bit, but to be frank, the CD32 isn't a patch on the Mega CD. Okay, the CD32 has 16 odd million colours and a 14 MHZ 68EC020 processor and the Mega CD has a 12.5 MHZ, but everyone seems to forget about a technique known as parallel processing which allows the Mega Drive and the CD to run independently of each other *(Er, and what good does that do you exactly? I don't understand. – Ed).* The outer casing of the CD32 looks really cheap and it's also got a poorly designed hand controller.

People are also slagging off my machine because of cartridge ports and listing all the games that are due out on the CD32, but none of these push the machine's limits. At least Sega give you full motion video without the need of an MPEG module. Thanks for listening.
Mr Hunt, Tamworth

Sorry, 'Mr', but if Sewer Shark *is your idea of Full Motion Video, we wouldn't like to go down the cinema with you – your head'd probably explode.*

'BRIAN SHARP HAD A PROBLEM'

Dear AP,
In issue 31, Brian Sharp had a problem with games that don't have an option for a two-button joystick. Don't you know that this is irrelevant?You just have to purchase a multiple button joystick like the one from Gravis or alternatively the totally excellent joypad.

Also, stop whining about being unplayable from floppy, just buy a hard disk and experience the joy of real gamesplaying. Besides strategy games like *Battle Isle* and *History Line,* platform adventures such as *Flashback* and *Lionheart* are also installable on hard disk, so mention it in your reviews!
Didier Wittesaele, Brussels.
(A500, A600HD and A1200HD owner)

'Just buy a hard drive', Didier? What, are they 50p with three tokens from the back of a Corn Flakes packet these days?

'I SAW A DOLL WITH SPEECH'

Dear AMIGA POWER,
Firstly, I would like to talk about the price of games. Yes, I know the topic has almost been banned from your magazine, but I'd like to bring a new approach to it. I was watching TV and as it's getting near Christmas, the adverts were mainly for toys. I saw a doll with speech selling for £47.99!! I thought it must be the speech that makes it so expensive, but it sounds like it's got a bag on its head. If people are willing to pay this sort of money, the £35.99 for *Knights Of The Sky* seems quite a good deal. I'm not saying that games are cheap as they're not, but they're not bad compared to other forms of entertainment.

Next, just a small point, but in the *Body Blows* review, Tim Tucker said "Good one-player game, but the multi-player option is where it's at." How did he know this since according to the Points Of View section, no-one else had played it? *(He played it against some of the Team 17 boys. – Ed)*

Can Commodore please licence a game? *Oscar* looks like it's going to be a wonderful game *(Ah. Well... – Ed),* and I'm fed up with consoles stealing our best games. And can you do another book on a company like you did for MicroProse, or do the complete Diary Of Harry 'Bingo' Bingham, as the original was a complete work of genius.
Keep up the good work on the mag,
Martin Harris, Lincoln

How should we know? We're not US Gold, are we? Why are you asking us instead of them? What are you, stupid or something?

Dear AP,
I'm very impressed with the new CD32 and I would like to know if Commodore will be releasing an add on to upgrade a standard A500 Plus to the CD32 (just like the Mega Drive and Mega CD) and if so when will it be released?
Yours sincerely, Mark Crowdy,
Middlesex

How should we know? We're not Commodore, are we? Why are you asking us instead of them? What are you, stupid or something?

Dear Sir/Madam,
I am doing a project on computer games and how they can affect different types of people. I would be grateful if you could answer as many of the following questions as possible.

1. What makes a computer game so addictive?
2. Why are computer games priced so high?
3. Who do computer game designers aim their product at?
4. What is the government doing about computer copying/hacking and how many people in England are committing these crimes? How many people have been caught?
5. Are computer games getting more or less sexist?
6. Are computer games dangerous in the fact that they can bring on an epileptic fit?
7. If these games are dangerous, how can they be prevented?

I look forward to hearing from you.
Yours, Paul Forster, Kent

1. If we knew that, do you think we'd be sat here writing a magazine all night?

2. Because they can be.

3. Er, computer game players? Perhaps? Just possibly? What are you, stupid or something?

4. How should we know? We're not the Government, are we? Why are you asking us instead of them? You ARE stupid, aren't you?

5. What do you want, a percentage score?

6. Yes. And they can make you kill your parents, too.

7. Kill the people who make them. We hope this helps.

Dear Sir,
I own an A600 and think that they're great, but technology changes and we have to change with it, so that's why I am going to sell my 600 and get the brilliant new CD32 console, but before I buy it, I would like your advice on one thing about the new console.

Can the CD32 be made to have a printer plugged into it and if it can, which kind of printers? I am sure there might be some people in the same position as me, where getting a CD32 depends on if it is possible to add a printer on, because if it doesn't (which will be very annoying) I will have to buy an A1200 and then wait until the CD32 ROM Drive comes out for it.
Angus Macpherson, Isle of Skye.

Bloody hell. Why on Earth would you want to connect a CD32 to a printer? To print out your Pinball Fantasies *high scores, maybe? What are you, stupid or something?*

Dear AMIGA POWER,
I have had my computer for about six months and am having a few problems. I had an Atari 1040 for about two years previously, but when I heard about the new Falcon not being compatible and the ST being discontinued, I bought an A1200 with a 64 Meg hard drive.

I print from a Canon BJ10 Ex which served me well on the ST.

I have Pen Pal installed on my

'I'LL WRITE A TUNE'

At home I have two youngish boys
Who, growing fed up of their toys
Decided that they'd try a game
On a computer, this was their aim.
They mastered that and tried some more
Until once more it became a bore.
Some magazines they thought they'd buy
And with the demos they would try
To find some games that challenged them
And see if any was a gem.
They tried all sorts of computer mags
But found out that most were a drag
Then one made all the others cower
A super mag called AMIGA POWER.

They bought it every time they could
And tried the demos, were they good?
Some were fine and others better
And one is the subject of this letter.
In ish 19, page 35
Was a page which made them come alive
A mean and angry looking toad
Looking hard on a flat black road
Behind him rats ran up a hill
They wanted it, I felt quite ill.

Oh no, the cost – How will I cope?
Perhaps they'll forget it, some hope.
But wait a sec, what's that I see?
A demo for them, completely free.

So on the phone I just get woe
There's problems with the demo, no
They tell me it'll be out soon
Just be patient. I know, I'll write a tune.

The tune's all finished, a year has passed
I phone again, is it ready at last?
It seems that they have let us down
And the boys begin to moan.
Now, the reason that I'm sending this,
Is there a demo, no or yes?
Please explain to two woeful boys
Instead of Battletoads, it's back to toys
I waited with baited breath to hear
Why we've had to wait an entire year
I type so fast my fingers are sore
I do not think I'll write any more.
Yours in frustration, DM Hanchett,
Rottingdean

K-chikk. BANG!

DO THE write THING

hard drive which I use to do my assignment for university.

The problems I have are:

1. When I print, it takes about 5 minutes for a single page of text. It seems fine on *DPaint IV* but is far too slow on *Pen Pal*. I bought a new printer driver from PD but that doesn't help. How can I get my printer to print at the speeds I know it can?

2. The keymap is set on American, meaning I get a @ from pressing SHIFT and 2 instead of the desired ". How do I change the keymap to UK?

3. I used to sample/sequence music on my ST. Exactly what equipment and which is the best value for money, would I need for the A1200 to be able to sample and sequence? I have a MIDI keyboard.

4. Where are all the games promised for the A1200 when it came out? Are Commodore succumbing to the dreaded advertising expertise of Atari? Okay, so there are games compatible to the A1200, but where are the A1200-only games?

5. Is the A1200 going to be able to handle games with the graphics and speed of PC games? If so, when will they be out? If not, why not?

Yours, Rodger Wyber, Bickleigh

1. Are you deliberately trying to annoy us, Rodger, or are you just the stupidest person ever to walk the face of the planet, ever?

2. Try ramming a fork into your eyeball, that might do the trick.

3. You're at university, Rodger, surely you must have at least some kind of vague inkling of what the word 'games' means? Surely?

4. 'Rodger Wyber'. That's a bit of a stupid name, isn't it?

5. How should we know? We're not every software house in the bloody country, are we? Why are you asking us instead of them? What are you, stupid or something?

More fun with *Ask AP* – never again!

'I THINK IT WOULD EASE YOUR CONSCIENCE'

Dear AP,

I have just looked through Ap29's Secret Garden pen-pals bit, and I can't believe some of the names – Liposuction Ware from Sweden and Perpetuity Rance from Essex, come on, they must be taking the mick! Also, in that section you say 'no sad-boy lonely hearts' but quite a few people want female pen-pals only – I wonder why? Are all AP readers sad, friendless social rejects?

By the way, I bought *Shadoworlds* and it's crap, so by the way of compensation, perhaps you'd like to send me a game or something? I think it would ease your conscience. Well, that's it, love the mag by the way,

Yours faithfully, Dean Talbot, Tufnell Park

Dean, you are sadly mistaken. Shadowlands *is good, not crap. We should know – we decide this for a living.*

'REPEATEDLY HIT THEIR HEAD AGAINST THE OFFICE PHOTOCOPIER'

Dear AMIGA POWER,

As I have all 32 APs in my possession (including the brilliant issue 0 free in Amiga Format issue 22) I have always been able to make decent choices on which games to buy. One of my new ones is the brilliant *Syndicate*. I love it, you can never get bored with it, and what joy I had when I discovered the flame-thrower! When someone at work has really annoyed you, don't bother counting to ten or any of that old crap, just follow these easy instructions:

1. Go home.
2. Have a cup of tea.
3. Load up *Syndicate* and cheat.
4. Arm your agents with Uzis.
5. Persuade as many innocent people as you can.
6. Blow the hell out of everyone very, very slowly.
7. Go back to work. Grab the person that hacked you off by the hair and repeatedly hit their head against the office photocopier.

Being a lover of *Syndicate*, I was looking forward to playing your demo of *Cannon Fodder*, but the first bloke I filled full of lead decided to vanish off the screen! The only faint sense of satisfaction I had in the demo was when a few blokes sat around crying for a bit before they vanished. Is there any way you can get Sensible to do a version where the dead people stay on the screen along with a bit more blood? What would really be good is when you kill people in the river, they start floating down stream like normal dead bodies, slowly turning in the water with a dark red stain spreading as they start piling up at the bottom of the screen.

Dom from Crawley

Get some help, Dom. Now.

'WHAT DO THEY DO WHEN THEY HEAR ABOUT PIRATES?'

Dear Sir,

I've read several computer magazines recently and heard the names FAST and ELSPA mentioned quite a lot with reference to computer piracy. Can you tell me more about them? What do they do when they hear about pirates? How would I go about contacting them?

Also, I recently sent back a faulty game and it came back, but the name of the game was handwritten on the label. So is this an illegal copy, even if I still own the original game packaging and anti-piracy manual? Please help me if you can.

Yours faithfully, David O'Conner, Dinnington

Here's ELSPA's phone number, Dave – ☎ 0386 830642. They should be able to put you straight.

'ALIVE AND WELL AND LIVING IN THE WEST MIDLANDS'

Dear AP,

Being an atheist, you can imagine my surprise upon reading a letter from God in AP31. Have I been wrong all these years? Is there an omnipotent creator of the Universe alive and well and living in the West Midlands? Hang on a minute, the West Midlands? He could choose to live anywhere in the universe, and he chose the West Midlands. Well, call me a sceptic, but I think it's a fake, it's just a devious (but entertaining) attempt to win a T-shirt. All I can say is that you were lucky it wasn't Buddha, there isn't a T-shirt in the land that would fit him.

Steve's a Trapdoor fan. Hoorah! As a fan of Trapdoor, I've always strictly adhered to Berk's advice on plumbing, and I quote "If you've got a leak, stick a worm in it." Sound advice, I think you'll agree. Well, I thought so too, but a RSPCA man came round and fined me. Bloody British legal system – one rule for blue Plasticene TV celebs and another for us ordinary folk. Just look at other kids' TV stars.

What about the frog and the rag doll from Bagpuss? Surely a frog and a doll getting it on is illegal? I'd like to think that I'm quite liberated in my views on sexuality, but I draw the line with frogs. Are these miscreants prosecuted? No!

Then there's the Clangers – that's indecent exposure, surely. Get some clothes on, you pink little fiends. Dougal from the Magic Roundabout takes lumps of white powder which make him feel good. Sugar? I don't think so! I've had a sugar lump and I didn't start spinning round shouting with joy. With Dougal and his 'sugar', Dylan on the carrots and Ermintrude stuffing herself with flowers, it's my view that a raid by the drugs squad may reveal the true story.

Other programmes are just as bad: The Chives with their paramilitary organisation in the Herbs, Papa Smurf and that terrible single from the '80s, the list is endless. It's time Britain got tough on crime and locked up these despicable criminals who are having such a corrupting influence on our children.

Yours getting ever so tough on crime, Ian Ritch, prospective Conservative MP for Toytown

Well, that particularly long-drawn-out gag concludes this month's trawl through the AP postbag. Did you spot the genuine letter in there among the 'ringers'? Do you care? Anyway, see you next time!

AND ANOTHER THING...

Dear Stu,

Have you heard the song 'Rats' on Pearl Jam's new album? It's a groovy little song containing the general message that rats are much nicer than humans. I though you'd like to know that there are a few other people who don't detest these disease-ridden rodents, even if they do happen to live on the other side of the Atlantic.

Yours sincerely, Kurt Kobain, Swanage.

Pearl Jam? What do YOU think? – Stu.

Dear Persons,

Now that CD32 's out on the market and has pirate-proof software, the software companies are rather flummoxed for feeble excuses for raising software prices. Ha ha!

Dale Bird, Cannock

Yeah, Dale, but do you think that'll stop them from doing it anyway?

Dear AP,

I agree with Phil Helme (ish 29) and think you should have more Your Sinclair-type things. Those people who reckon AP is good as it is obviously haven't read YS and don't know what they're talking about. YS rules!

Zucchini!

John Walker, Ormskirk

PS Got any 'YS is crap in a funky, skillo sort of a way' T-shirts spare?

If anyone's reading this who hasn't subscribed to AP yet, you don't know what you're missing. Not only does your postman push it through your letter box with extreme love and care, but you also get an extra free letter from that nice Editor (and very nice it is to see her back, too) telling you about the issue. Indeed.

I thank you, Russell Bagley, Halifax

'Indeed' indeed.

I've been reading back issues of AP and wondering how Ian Ritch manages to get so many letters published.

Yours in a first-letter-kind-a-way, Matt Harris, Oxford

He writes a lot of them, and they're occasionally quite funny. It's easy, kids, try it sometime.

COMPO WINNERS

AMIGA POWER

always end up in the bin'. Now then, upwards and onwards...

We've still not worked out which is harder to believe, the fact that we offer such wonderfully varied and worthwhile prizes in our compos, or the fact that we still get so many moronic entries. Take the *Yo! Joe!* compo which we ran last issue. The simple fact that we neglected to say "and don't forget to include your name and address" has resulted in about 20% of the entries coming in anonymously. You want another example? Okay, we said that we wanted entries on postcards since it takes ages opening letters, and what happens? We get postcards inside sealed envelopes, that's what happens. Obey this simple rule – 'Dumb entries are an AP sin, they

Oops! Nearly Forgot To Mention *Space Legends* (The Great New Compilation From Empire)

Issue 28 had us offering a great day out to top leisure facility Alton Towers plus copies of *Wing Commander, Elite* and *Mega Traveller*, all boxed together as Empire's *Space Legends* compilation, but I guess you probably got that from the title.

Anyway, the winner of the full VIP day out was Chris Cotton from Daventry, who'll be getting wined and dined along with three of his bestest pals. Runners up Andrew Paterson from Stenhousemuir and Pete Pointon from Walsall get the not-so-bad second prize of day passes to that great playground of the Midlands. For more home-based entertainment, this motley crew each get a copy of *Space Legends*, but only if they write a nice letter of thanks to those lovely people at Empire Entertainment International:

Steve Axford, Corsham
Mrs B Pearson, Halesowen
Kevin Finn, Sale
Neil Milburn, Consett.

Nippon Safes Karaoke Compo

In AP29, we asked you to sing us a song and tape it. You really wouldn't believe how bad most of them were, or, for that matter, how innovative and refreshingly good these three were, who each get a karaoke machine.

Franner Otter from Whitstable, you have the voice of an angel.
Deuteronomy Brown from North Shields, you don't.
Graham Barker from Leicester, we've never heard anything like it.

Runners up are each awarded a copy of the excellent adventure *Nippon Safes Inc* from Kompart UK, but only on the understanding that we never have to listen to their tapes again:

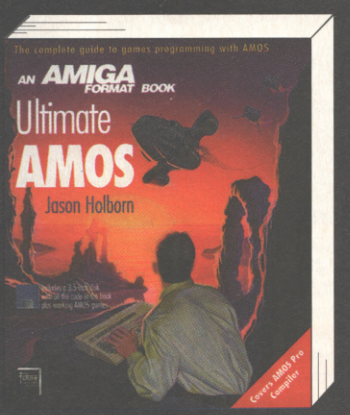
Martin Mathers and Co, Stanmore
Stephen Preston, Kirkby
Kirsty Downlee, London
Susan Baird, Edinburgh
Martin Matthews, Wigan
Anne-Marie Attwood, Kidderminster
Claire Dinham, Port Talbot
Robert Tole, Somerton
Kirsten Gillespie, Glasgow.

CD32 Compo

All you had to do was show the importance of data compression by writing an essay on the back of a stamp. Kieron Gillen from Stafford did, and in classic mark of showmanship sent his entry in a box, in a box, in a box which was, er, in a box. He triumphed because he was a bit of a smartarse, and we applaud that. Well done Kieron, have a CD32 on us.

From the makers of AMIGA POWER comes...

Ultimate AMOS



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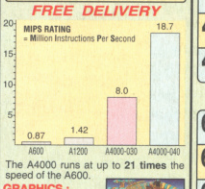

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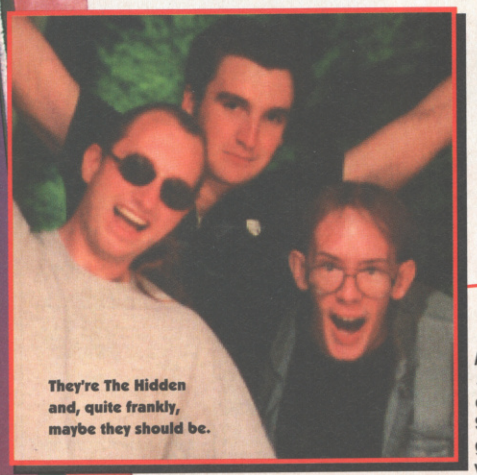

They're The Hidden and, quite frankly, maybe they should be.

SPODLAND by The Hidden

In an incredible chain of events this month, The Hidden combine drinking, fighting AND writing Spodland. Wonders never cease.

1993 SEPTEMBER

Monday 20

After finishing the first *Spodland* arena, I was eagerly awaiting Will and Simon's opinion of the graphics. Simon and Will weren't exactly sold on the concept – Will complained that it all looked 'too real'. (He reckons that people want escapism from a game and graphics that look like cartoons.) Rubbish! As far as I'm concerned, people are much more intrigued by a normal situation combined with an totally abnormal happening – in this case, a group of spitting creatures having a sudden-death gobbing match.

The sheer lucidity of my argument made Simon go and hide in the corner, all the while moaning about how nobody ever listens to him anyway so it wouldn't make the slightest bit of difference whether he liked something or not.

1993 SEPTEMBER

Wednesday 22

Today we visited that great bastion of British journalism known to the world as Future Publishing. After visiting our chums at AP we decided to nip out for some lunch. On the way, I stopped off at the cash machine and was treated to a short history of that very object by Dave Green. This was a bit alarming, particularly when you consider that he doesn't even have a bank account. *(I know a bit about American history, but I've never been there. – Ed)*

While looking for a snack emporium we spotted a lost-looking Andrew Braybrook (the hard-coding mastermind behind *Uridiums 1* and *2* and this month's super *Nipper* coverdisk contest). It appeared that he'd temporarily forgotten the way to Amiga Format's offices *(Programmers, eh? What are they like? – Ed)*, so we thought we'd invite him along for a veritable feast in one of Bath's many welcoming hostelries. Off we all went to eat, drink and discuss the most important social issues of the day.

Remember this? It's some stones in Craig's garden.

And now it's a Spodland arena! Amazing, huh?

1993 OCTOBER

Monday 4

Today I thought that I'd have a go at putting together some *Spodland* animation frames. (Regular readers will know that I want to do this by digitising video pictures of Plasticine models.) A nice easy job, I thought. Humph! Wrong again – I soon ran into all kinds of annoying little hitches. The first problem was ensuring that the Spod was the right size, which involved resizing the model and changing the camera position. Once this was solved, I tried to get the angle right.

1993 OCTOBER

Tuesday 5

Finally a frame was done but, unfortunately, the result could only be described as 'complete crap'. This was mainly due to the fact that my original Spod design was never a particularly good-looking character in the first place. By the time I'd finished digitising the first position, the model had been made to suffer for winding me up – it was punished. *(It's good to see stern, traditional Victorian values being upheld in such a modern profession. – Ed)* Anyhow, it took all of this time for just one animation frame, which wasn't good — I had another five to do. No way!

1993 OCTOBER

Thursday 7

Today I got my head kicked in – literally! All I did was try to stop a fight (being a hippy, I couldn't really enjoy myself with the negative vibe of someone being duffed up by two thugs for no reason). Luckily I helped out by cunningly luring the two thugs away from duffing up their victim with the temptation of kicking my oh-so-lovely head. Apparently one of them was a boxer, but I couldn't tell – he only used his foot. Soft boy!

1993 OCTOBER

Friday 8

Today I am the elephant man. I'm writing this with my head in a sack while drinking soup through a straw. *(Presumably this is something to do with Craig's recent injuries. But, then again... – Ed)* However, there is some good news – AP reader Lee Martin of Bristol has sent me a new Plasticine Spod design that I can use. Cheers, Lee! So, until next month, this is Craig saying, somewhat painfully, "Bye-eee. (Ouch.)" And remember to send in your ideas and Spods for *Spodland*. It is your game too!

Lee Martin heard the call and sent his Spod in – Reckon you can do any better?

...AND ANOTHER GAME

CANNON FODDER by Sensible Software

They think it's all over – it is now. Jools Sensible brings down the final curtain on the long-running *Cannon Fodder* story. Get those tissues ready.

Sensible in sunglasses, uniforms and tanks – boys and their big toys, eh?

Welcome back to the fifth and final page of the diary you all love to read, of the game I'd love you to buy and you are gonna love to play. And yes, fellow computer comrades, *Cannon Fodder* really is all about love. I mean what would make me (hedonist and hardened party-goer) stay in at work on a Friday night? The love of working on *Cannon Fodder*, of course. What would make me work 136 hours a week? Why nothing but the love of turning out a game that everybody will take home and enjoy for evermore.

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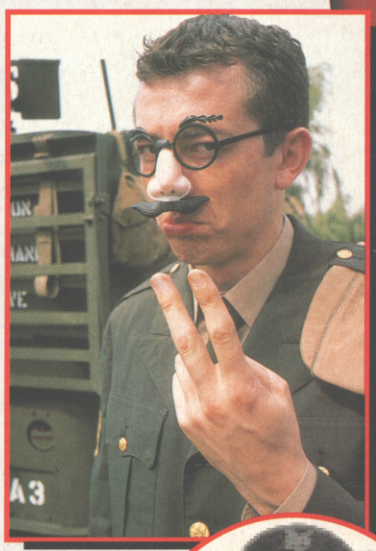
Anyway, now that the end, as they say, is near, it's time to play the Sensible company anthem and roll the closing credits. Let's ask the rest of the team how they feel about the completion of *Cannon Fodder*. First, I'd like to say a big thank-you to Jon Hare and Chris Yates for not paying me enough. And Jon had this to say:

Jools: "This is a sad, sad day for me. Our baby is born."



"Hooray – another game goes out of the door. 'War has never been so much fun', eh? It's been my job to take all the credit for this game and rip everybody else off. Quite justified I feel – after all, I did come up with the basic idea for the title tune."

Jon 'Jops' Hare: "I rip everybody else off."

And cheers to Richard Joseph for doing the sound and music. (Did you know that the title music has got Jon singing on it? Yes, singing – we've made your Amiga sing, that's one you've got over your SNES- and Megadrive-owning friends.) Richard's feelings were, er, mixed...

"I can now sleep at night without the worry of Jools phoning me at half-past four in the morning with sound problems. And no more Jon for a long time, phhewwww..."

Respect is also due to Stoo for his lovely and gorgeous graphics. Most of his comments were sadly unprintable, but he did manage to utter the following:

"You see that *Theatre Of Death*, that's not *Cannon Fodder*, that isn't. After 72 maps, crunching, drawing, designing and numerous trips to the toilet, erm... um... HELP ME! I'm drowwwnninnng..."

Which just leaves me – Jools. This is a sad, sad day for me. Our baby is born, the conception was painful, the pregnancy was full of morning sickness, and the birth took weeks – but born it is. Long live our baby. But why be sad? I'm sad because finishing a game is like the end of a long friendship – and now I have to make a new friend by writing a new game. On top of that, I'll miss those cheery phone calls from Dave Green, reminding me that I was anything up to three weeks late with my copy. But that's enough negativity – why should we worry when we can play *Cannon Fodder*? Goodbye forever my friends. (Well, that is unless AMIGA POWER agree to do the diary of *Sensible Golf.) (We'll think about it. Cheers Jools. – Dave)*

Richard Joseph: "I can now sleep at night without the worry of Jools."

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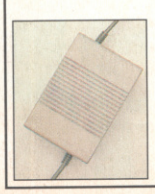

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PD

Welcome, my little PD-lettes, to a special Crystal Maze edition of Public Domain. Dave Golder's shaved his head, squeezed into some leopard-skin tights and dragged his mum along for a selection of more puzzley PD (plus a token shoot-'em-up).

BRAINBOW

PD Soft

What shall we go for first, then? Ah, a mental challenge. Right. In you go, Cam. And there's two minutes on the clock for this one. Let's see how they're doing:

"Er, there are lots of shapes on a grid. And a cursor. Ah, that changes shape. But whenever you click it changes the squares on the grid where you click to different colours.

I don't know what to do. I don't know what to do!"

Oh, completely hopeless. Look at the chart at the side, dear. The one showing you the order in which the colours change.

"What? Oh yes. Er... er... Oh, got it, you have to click the cursor over the shapes to turn them into the same background colour as the grid."

Yes, but remember, you may have to change some squares through a number of colours before you get there. It's a tricky one this. I remember telling Mumsy, Mumsy I said, this is really tricky. The time limits are harsh and sometimes the colours clash so badly it's tricky to work out what you're doing. But the idea is intriguing and it is well presented. And d'you know what? She agreed.

VERDICT: Come out, come out, we don't want a lock-in on the first game. A fair performance. Fair. Could have been better, I feel. So how many crystals did we collect there?
CRYSTALS: ★★★

GLADSTONE'S NAME GAME

PD Soft

Right, something a bit less frantic now I think. Y'know, Mumsy knew Gladstone. Looking good for her age isn't she? Anyway that's where she got the idea for this game from. Who's going in this time? Lisa? Good. Right, time starts when I close the door.

"There's a list of names in front of me to the left, an empty grid to the right and a load of letter combinations with scores next to them. I don't know what to do! I don't know what to do!"

Where do we get these people from? Try clicking on a name and putting it on the grid.

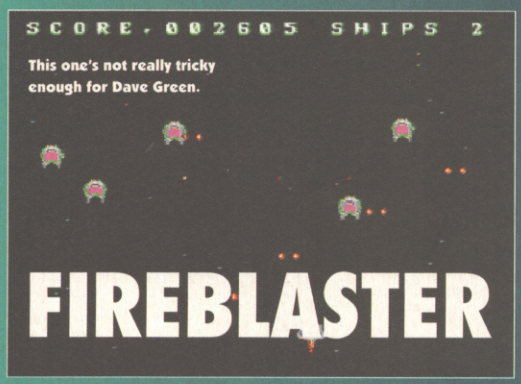
"Oooh, my score's gone up and some of the numbers by the letters have gone down. I get it. You have to choose names from the list and try to score as much as possible, but you can only use each letter a certain

***Gladstone's Name Game* – an intriguing little puzzler from PD Soft.**

umber of times, and there are bonuses for certain letter combinations."

Aah and that's just one of the three banks of names available. Interesting one this. A real infuriatingly addictive puzzler where you just keep on swapping names for hours, days, weeks even trying to improve your score. There's even a cash prize available from some blokey in the States if you think you've got the best all-time score. I would claim it, but I feel I ought to let others have a chance.

VERDICT: Not the most exciting of games, I admit, but an intriguing little puzzler that you keep going back to.
CRYSTALS: ★★★



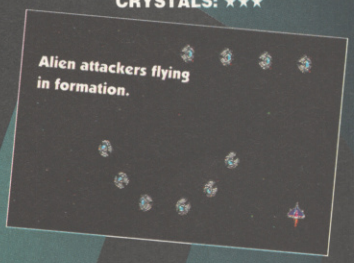
PD Soft

One for the more intellectually challenged members of the team. A good old, no-nonsense shoot-'em-up with as much puzzling out to do as an episode of The A-Team. So any volunteers? Dave? Excellent. Right, the time starts when I close the door.

"Oh wow. Like this is soooo easy. It's a *Phoenix*-style, vertically scrolling shoot-'em-up. But I'm supposed to say, 'I don't know what to do! I don't know what to do!' So I'll say it, just, you know, to keep in the spirit of the thing, er-huh, er-huh."

Well Dave seems to romping through the levels there. And, indeed, it isn't the most challenging of blasters ever. I've seen more intelligent alien attackers in 50s B-movies. The graphics are pretty B-movie standard too, and the collision detection is less accurate than the steering on a shopping trolley. But, as PD shoot-'em-ups go, I can live with it. It's fast, it's not been done with *Shoot-'Em-Up Construction Kit*, it diverts you from the mundanities of being an internationally acclaimed writer of cult theatre.

VERDICT: Well, we had to lock Dave in because he was enjoying himself so much. It's your common or garden PD shoot-'em-up. What more can I say.
CRYSTALS: ★★★



MARBLE SLIDE

PD Soft

Right, a more quick-thinking mental challenge now. Who's up for this one, then? Stuart. Okie dokie, my friend. Three minutes for this one, starting now.

"Aww, this is a doddle. It's just a combination of *Pipemania* and a slidey puzzle. It looks to me like I have to get this marble from where it is to that exit by sliding tiles around to form a tunnel which it can roll along."

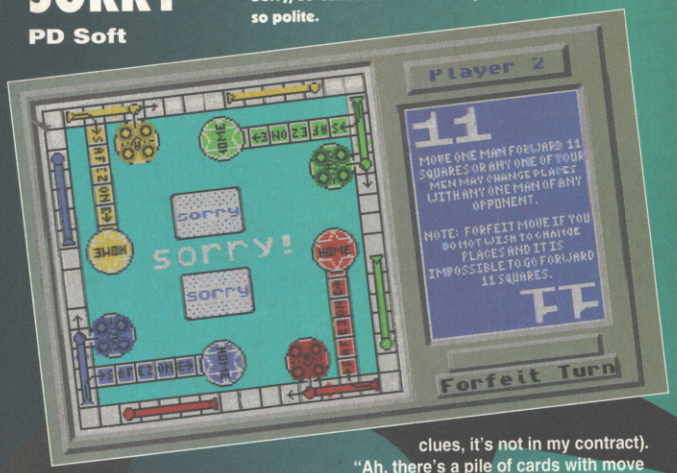
Don't you just hate a Smart Alec? I'll just strum a bit and let him get on with it. I wonder if he'll still be smirking when he finds out how many levels he's got to get through? Actually, this challenge is one of my personal faves. Apart from the intrinsic playability of the thing it also looks great and gets so satisfyingly frantic. Mumsy wasn't too keen on the energy bar – the longer you take the more energy the ball loses – mainly because it doesn't replenish with each level, making the game extremely difficult, but I can live with that.

VERDICT: Excellently done there, my little Gaelic chum. You obviously found the *Pipemania*-style gameplay comfortably familiar. But the twist it adds in the form of the slidey tiles brings a whole new dimension to the game, don't you feel? A multi-crystal performance, I feel.
CRYSTALS: ★★★★

120 SORRY

PD Soft

This one's based on the Japanese game called Sorry, so called because the Japanese are so polite.



Now we move into the Classic Games zone of the maze... right, what kind of challenge shall we go for next, team?

"We think it's time I had a go," pipes up team leader Linda. "And I choose a challenge that's almost totally luck, please, Richard."

I think we have just the challenge for you here, then. Time starts when I close the door.

"It's a board game. It looks a bit like Ludo with four different start and end points, each a different colour. There are four counters at each start point (I think I'll be yellow, my favourite colour) and you obviously have to get them all to the correct finish point. But there aren't any dice. Aaargh! No dice! What do I do? What do I do?"

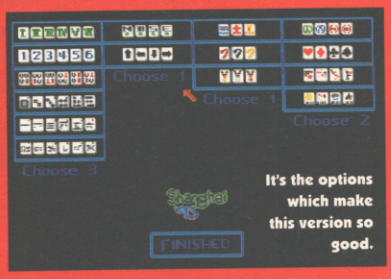
Look at the board. What do you see? (You know I really shouldn't give clues, it's not in my contract). "Ah, there's a pile of cards with move instructions on them such as go forward, go back, swap places, split the move between two players, things like that. Right, I'm off and running."

While Linda gets on with that, I'll just make an admission. This game is flawed. The graphics, well, they could be a lot better, and you can't choose which of your men you want to move – the computer decides for you – which is very irritating. And it all depends so much on luck. Not one of my favourites, I'm afraid.

VERDICT: A stirling performance from the Barker girl there, but only because she was fortunate enough to pick up the right cards. The original *Sorry* was never a great game and this computer version does it no favours. Essentially sound, just a bit dull.
CRYSTALS: ★★

SHANGHAI '93

PD Soft



It's the options which make this version so good.

Okay, okay, so there's more versions of *Mah Jong* in the Public Domain than Take That fans who'll deny they ever even bought a Take That record in a couple of year's time when the band become deeply untrendy. But this is the PD Crystal Maze puzzle game special so a classic PD game format like this deserves a mention. And anyway, this is one of the best I've come across in ages, so yah boo sucks and who cares if the Richard O'Brien impersonation is wearing a bit thin (look I thought PD was only going to be one page this month – if I'd known they were going to drag another one out of me, I'd never have started this whole Crystal maze nonsense in the first place).

The rules are the same as ever. There are loads of pictured tiles arranged in piles. You have to remove them a pair at a time by clicking on tiles which can be removed by sliding them out sideways.

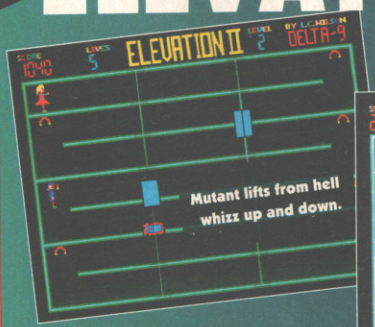
What makes this version so good, apart from the excellent graphics and presentation, are the various options available. You can choose between two initial layouts and a dozens of different tile designs. But you don't choose just one design for each game; you mix and match them to your heart's delight.

VERDICT: If you haven't got a version of *Mah Jong* already, seriously consider getting this one.
CRYSTALS: ★★★★

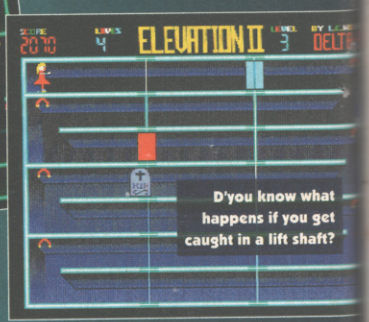
Good fun, colourful, many-layered, multi-choiced, excellent. Get it.

ELEVATION 2

PD Soft



Mutant lifts from hell whizz up and down.



D'you know what happens if you get caught in a lift shaft?

Phew! Since I've given up on the contrived Crystal Maze thing, I don't have to find some convoluted way of getting this game to fit into the format.

It's a platform game in which you have to get from the bottom to the top of the screen by running backwards and forwards across the screen while avoiding some mutant lifts from hell that whizz up and down the screen.

The original game I reviewed a while back was a bit dull because this was about all there was to it. This sequel, though, is a lot better with a few extra bits 'n' bobs which liven things up no end, such as pick-ups for extra points, extra lives and instant transportation up or down the screen. The lifts are now more unpredictable, which means that you have to be prepared to make changes in direction if that's what a lift decides to do.

It's a shame that a little more effort hasn't been put into the presentation. If the game's good the graphics shouldn't matter, but that stupid stick-man sprite with the cartwheel legs still bugs me to the point of not really caring if he dies.

VERDICT: *Elevation 2* is more of a frantic, reflex-driven game than its predecessor, and much better for it, but it could still do with a bit more variety in the gameplay as you progress through the levels.
CRYSTALS: ★★★★

DODGEMS

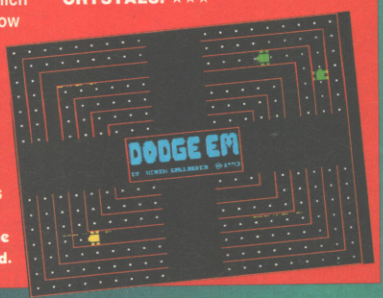
PD Soft

Dodgems are misnamed. Everybody knows that as soon as you get into those little electric buggies the next few minutes of your life are going to be devoted to doing exactly the opposite of dodging 'em. But, alas, not in this game. No, the idea in this challenge is to, indeed, dodgem.

The game takes place on a grid consisting of a number of concentric tracks each with four breaks where you can pass from one track to another. You drive a yellow car which drives clockwise, chewing up yellow pills in a very *Pacman*-like way. The problem is that you have to avoid crashing into the green cars which drive around the track anti-clockwise.

It starts off fairly simple, with only one, slow green car to contend with, but just a few levels later there are multiple cars, travelling at twice your speed. It's a tricky little game, with a bit too much luck involved in it for my liking and no expense has been bothered with in the presentation department, but it is annoyingly addictive; you've wasted an hour or so cursing at the darned thing and having one more go before you realise it.

VERDICT: Sort of okay in an irritating but you can't leave it alone while you're playing it , but you'll probably never be moved to load it up again sort of way.
CRYSTALS: ★★★



Not much care taken in the presentation department, I'm afraid.

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THE BOTTOM LINE

In the last days of the 20th Century, no-one would have believed that every Amiga game of the past year had been scrutinised, examined and reviewed. But we've done it. Blue ones are new ones, red ones are recommended. Okay?

THE BOTTOM LINE
(AND HOW TO UNDERSTAND IT)

★★★★★ Excellent ★★★★★ Nearly there ★★★★ Very good
★★★ Has its moments ★★ Flawed ★ Dire

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price

Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All-Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about just about every full price game you're even slightly likely to think about buying.

WHO'S WHO AP – Adam Peters ● CW – Cam Winstanley ● DG – Dave Golder ● GP – Gary Penn ● JD – Jonathan Davies ● KF – Karl Foster ● LB – Linda Barker ● LE – Les Ellis ● MR – Mark Ramshaw ● MS – Matthew Squires ● NW – Neil West ● RL – Richard Longhurst ● RP – Rich Pelley ● RR – Ronnie Randall ● SC – Stuart Campbell ● SM – Steve McGill ● TN – Tim Norris ● TT – Tim Tucker

1869
Flair Software £29.99

AP27 79% DG
Powerfully complex high seas trading sim set in, you've guessed it, 1869. Easy to get into, generally fantastic for strategy fans and history-of-shipping enthusiasts, but otherwise just a little bit dull from a visual action point of view.
★★★

3D CONSTRUCTION KIT 2
Domark £49.99

AP21 80% JD
This is a games creation utility which gives you the power to put together your own 3D environments and make games out of them. This version gives you extra features not found on the first, like the ability to add sound effects, support for spheres and a disk full of clip art. It's quite hard to get into the programming, but it's still a lot easier than other languages and a neat way to get into creating 3D games. ★★★★

ABANDONED PLACES 2
ICE £34.99

AP27 58% TN
Follow-up to (surprise, surprise) *Abandoned Places 1*, this is fairly standard RPG fare. It's big, it's easy to control and it looks great, but in the end, you'll find that the disk-swapping and copy-protection-code-demanding really get in the way of your fantasy enjoyment. Competent, but hardly outstanding. ★★

A-TRAIN
Ocean £34.99

AP24 82% RL Top 100 No.81
Slow-paced but thoroughly engrossing god sim, where you build up towns around a fledgling train network. Stunning graphics and gameplay so deep you'd probably break your ankle if you fell into it. A visually attractive strategy game – now there's something you don't see every day.
★★★★

ALFRED CHICKEN
Mindscape £25.99

AP31 70% JD
One of the top characters from the Nintendo Game Boy survives the transition by becoming one of the Amiga's cutest characters. He clucks, he struts, he dives headfirst into the ground, but apart from these amusing poultry manoeuvres, Alfred's stuck firmly in predictable platform land, where bad guys hate it if you jump on their heads, and spiky balls twirl around on the end of long chains. Fun? Well yes, but in a fairly traditional sort of way. ★★★

ALIEN³
Acclaim £25.99
AP22 85% GP Top 100 No.38
Not a totally accurate representation of the third in the Alien saga, but it does capture the feel of the Alien films in general and, more importantly, it's a great game. A platform blast-'em-up that's not particularly original but provides loads of fun and atmosphere. Good stuff. *(I really liked the film, but no-one else seemed to. – Dave)* ★★★★

THE ANCIENT ART OF WAR IN THE SKIES
Microprose £34.99

AP27 65% CW
Wide-ranging World War 1 air combat and strategy sim, mostly let down by horrendous disk accessing. You can swap between an overall view of the battlefield, and sitting in with your bomber and fighter crews on missions – bombing runs are great fun, while dogfights, er, aren't. It adds up to an entertaining and challenging wargame that's tricky to recommend unless you've got a hard drive. ★★★

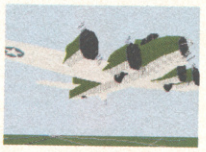
ARABIAN NIGHTS
Mirage £34.99

AP25 83% LB
I know what you're thinking, punk – "Oh no, not *another* cute platform game". Up to a point, you'd be right – *Arabian Nights* has all the hallmarks of a good old scrolling romparound, *plus* cryptic puzzles, massive built-in cuteness factor, and extraordinary (if occasionally frustrating) high speed. Great fun.
★★★★★

AV-8B HARRIER
Domark £39.99

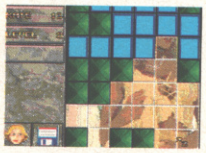
AP22 47% JD
A Harrier sim that's so accurate it's a chore. For anyone without an A1200, forget it, it's too slow. It's still dull on the A1200, with uninspired graphics and very little entertainment value. Could be the most accurate Harrier sim available (on the A1200 that is), but not a game to get excited about.
★★ (★★★ for A1200)

B17 FLYING FORTRESS
Microprose £39.99



AP25 83% TT
Remember the film Memphis Belle? Well, if you've ever wanted to take on the roles of the entire crew of a B17 strategic bomber, then this is the simulation for you. It's a little short on high-speed graphic action, but more than makes up for it with attention to detail and seriously nostalgic World War 2 ambience.
★★★★

BACK SIDES
Emotional Pictures £25.99



AP27 20% JD
The ancient game of Othello has mesmerised mankind for centuries. And now (at last), it's been brought bang up-to-date – in this new version, the more tiles you flip, the more you get to see of 'attractive' young ladies in various states of undress. Now, you might expect this to be poorly programmed, badly playtested, tacky old rubbish – and you'd be right. It's also pretty good at playing Othello, though. Damn. ★

BARD'S TALE CONSTRUCTION KIT
Electronic Arts £29.99
AP23 62% JD
It's a construction kit for *The Bard's Tale*, isn't it? Does the job well, but you'd have to be a real fanatic to plough through the unfriendly and unforgiving interface it uses to do it. Then again, if you were thinking about buying this in the first place, that's exactly what you'd be. So, er, that's alright then. ★★★

BATTLE ISLE '93
Blue Byte £25.95

AP27 86% CW
Not the long-awaited *Battle Isle 2* (due out in early 1994), but pretty much the original *Battle Isle* set in space – on a moon, to be more specific. Including all the stuff that made *BI* such a favourite (plus, unfortunately, the original's occasionally annoying slowness), this is a wargame that would entertain many an arcade fan with a good hour or so to spare. ★★★★

BEAVERS
Grandslam £25.99
AP26 71% SC
Adequate cute platformy antics, featuring a beaver. Natural history devotees may be disappointed by the lack of attention to dam-building, while the rest of us have to put up with dodgy controls and loads of disk-swapping. Engaging enough while it holds your attention, but really nothing all that special.
★★★

BILL'S TOMATO GAME
Psygnosis £29.99
AP21 81% TT Top 100 No.43
Bill wrote it, Terry and Tracy Tomato star in it and you play it. Totally bizarre and thoroughly original gameplay gets you to propel a tomato across the screen using fans, trampolines and jack-in-the-boxes. With a hundred levels involving all sorts of puzzles, this will keep you going for ages.
★★★★★

BLADE OF DESTINY
US Gold £39.99

AP30 67% (A1200 75%) RP
It might look like another *Legends Of Valour*, but don't be fooled – this RPG is dull, badly-designed, a major pain to play without a hard drive, and stupidly, greedily, ridiculously expensive. Don't bother.
★★★

BLASTAR
Core £25.99

AP31 37% CW
Hailed by some as the future of video gaming, *Blastar's* an unfortunate mish-mash of tired game genres thrown haphazardly together with lots of gorgeous graphics. Flying around and shooting things was rarely so nice-looking yet completely tedious, and the whole experience is slightly less enjoyable than watching re-runs of the cult Australian '70s TV series Canoe Squad. ★

BLOB
Core Design £25.99

AP29 88% SC
Get this – you control a friendly blue blob who bounces up (out of the screen) and down (into the screen) onto little floaty platforms hanging in space. Off-beat? Definitely, and playing this puzzler's even more bizarre than reading about it. For a plain round thing, the blob's so cute it's practically illegal, and watching it plummet to its death is a sight that can reduce even grown men to tears.
★★★★★

BODY BLOWS
Team 17 £26.99

AP24 89% TT Top 100 No.53
The Amiga beat-'em-up that *Street Fighter 2* should have been. It's a gloriously slick fightfest where you can actually control your character with an amazing degree of lethal accuracy. The only downer is how long you can bash your mates before it gets a bit boring. ★★★★★

BURNING RUBBER
Ocean £25.99

AP30 79% SC
A curiously different driving game, concentrating more on a near-realistic rallying notion than outright high-octane driving thrills, and turning out all the better for it. It's technically a bit shabby, to be honest, but it's surprisingly good fun. ★★★★

CAESAR DELUXE
Impressions £29.99

AP30 68% RP
***Sim City*-esque strategy wargame type of affair, with more to do than the original (that's both the original *Caesar* and the original *Sim City*), but no particularly interesting ways to do any of it. Not bad, but it doesn't transcend its setting for non-Roman Empire fans. ★★★**

CASTLES 2
Interplay £34.99

AP29 44% CW
It's every boy's dream to grow up and be the ruler of a small European province between the years of 1337 and 1453. At least that's the messed-up head-trip the programmers of this must have been on when they launched *Castles 2* on the unsuspecting masses. Grainy monochrome movie footage fails entirely to take your mind off the slow pace and shockingly poor battle sequences of this listless strategy/battle/conquest game. ★★

CHAMPIONSHIP MANAGER '93
Domark £25.99
AP27 80% TN
Excellent footy management sim, and a big improvement on its prequel, with (it's claimed) 37 additional features. Astonishing attention to detail makes it ideal for the more cerebral strategists among you, but there's still no on-screen football action – if you want to see your lads giving it 101% out there on the pitch, go for *Graham Taylor's* instead. ★★★

THE CHAOS ENGINE
Renegade £25.99

AP22 89% SC Top 100 No.14
The Bitmaps return with an absolute corker of a shoot-'em-up. A cross between *Gauntlet* and *Speedball 2*, this looks, feels and plays like a dream, with bundles of atmosphere and gorgeous graphics too. Most importantly, it's great fun to play, and the two-player mode is even more brill. Unmissable.
★★★★★

CHUCK ROCK 2 – SON OF CHUCK
Core £25.99

AP24 83% CW Top 100 No.66
Chuck's son Junior battles against some of the biggest, cutest monsters of all time to get his pot-bellied dad back. Formula platform material is spiced up with funny and playable sub-games and high-class cartoon characters.
★★★★

COHORT 2
Impressions £29.99

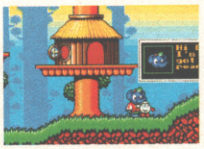
AP26 52% CW
Roman battle sim that works either as add-on for *Caesar*, or as a stand-alone strategy wargame. By themselves, the battles tend to be confusing rather than enthralling, while the fact that you can win without giving a single order is a little, er, suspicious from the tactical involvement point of view.
★★

COMBAT AIR PATROL
Psygnosis £29.99
AP23 88% CW Top 100 No.59
Spiffing flight sim with the emphasis heavily on the all-action shooting aspect. Really good fun, and the most enjoyable flight sim since *Knights Of The Sky*.
★★★★★

CREATURES
Thalamus £25.99

AP24 20% SC
A cutesy, platformer type of affair where the only real entertainment comes from the single-screen torture scenes. Pixel-perfect jumps prove tiresome, and come to think of it, so do most of the other features. Not at all a fun experience. ★

CRYSTAL KINGDOM DIZZY
Code Masters £19.99
AP23 25% SC



Issue 23 was a bit of a nightmare for over-priced software, and this was possibly the worst offender of all. Even the Dizzy fans in the office (well, Stuart) thought this was the worst-designed and most annoying to play Dizzy game to date, so making it cost three times as much as the rest has to be a bit of a mistake. ★

DARKSEED
Cyberdreams £34.95

AP22 88% CW Top 100 No.61
Giger-designed graphic adventure that oozes class and sophistication and creates a world all its own. A truly original game with masses of atmosphere and sick and slick action. Not for the faint of stomach.
★★★★★

D-DAY
US Gold £29.99

AP29 54% TT
The largest ever sea-borne invasion of history is boiled down into a series of vaguely amusing but pretty pointless sub-games. Land your paratroopers on target, bomb bridges in a 3D polygon flight sim section, attack farmhouses in an isometric combat section. And so on.
★★

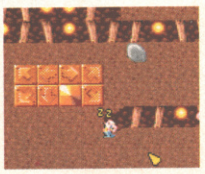
DESERT STRIKE
Electronic Arts £29.99

AP25 92% TT
One of the best games on the SNES and Mega Drive just got a whole lot better. Naturally enough, the Amiga version of this isometric helicopter gunship classic has got better graphics, better explosions and generally all the stuff you need to turn your puny console-owning friends *Lemmings*-hair-green with envy. The gameplay's a bit simple, but there's plenty of missions and a brilliant Gulf-War-feel all round (if that's your cup of tea).
★★★★★

DIGGERS
Millennium £29.99

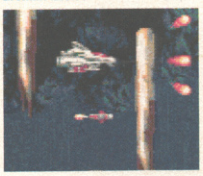
AP30 80% CW
Near-interesting strategy arcade effort (the first ever AP CD32 review, trivia fans), but almost entirely scuppered by a thoroughly horrible control system. It's massive, but you're not going to be able to suffer the controls long enough to see much of a percentage of it. ★★★

DIGGERS A1200
Millennium £34.99



AP31 72% TN
The CD32's first game makes it to the (relatively) humble A1200 without all the frills, and with a few modifications made following some constructive AP-type criticism. It's a game of alien worlds and mining, where you fight it out with a computer-controlled opponent in the tunnel networks that you create. It's complex and thought-provoking, but the odd pace of the game won't appeal to everyone, and the prospect of the game halting abruptly when your opponent finds enough gems is still infuriating. Compulsive or cack? You really need to see it first-hand to answer that one. ★★★

DISPOSABLE HEROES
Gremlin £25.99



AP31 77% CW
The triumphant return of the horizontally scrolling shoot-'em-up? Well, sadly not, for although *D-Heroes* features some of the most splendidly awesome graphics ever seen, the chances are that most people are never going to see any of the video cameras, monsters and teeth that litter the levels. Why? Well it's all stupidly difficult, even on the easiest level, so you'd have to be some sort of gamesplaying messiah to prefer this over *R-Type 2*.
★★★

DOGFIGHT
MicroProse £34.99

AP30 80% CW
A flight sim without all the sim-ing, this is a straight shoot-out in the sky, made all the more interesting by being able to take on enemies from pretty much any point in time, with any plane of your choice. It's a bit slight for the price, maybe, but a whole lot of fun all the same. ★★★★

DONK
Supervision £26.99

AP31 76% SM
Okay, so it's another platform game, but that's the bad news over with. *Donk* features not one, but quite literally a duo of Samurai ducks, who spin and run their way through massive levels for whatever reason platform characters do all that running and jumping about. As protection, he can don an egg shell, to get under low bits he can turn into a plain old rubber duck, and if you haven't got a friend, you can still play it as a bog-standard one-player platformer. And there are loads of crap bird-related jokes as well.
★★★

DRAGON'S LAIR 3: THE CURSE OF MORDREAD
Ready Soft £34.99

AP22 24% TT
The third instalment in the *Dragon's Lair* series has the usual mix of wonderful animation and design with doses of cartoon humour, but sadly no gameplay worth mentioning. Offers no lasting enjoyment. ★

DUNE 2
Virgin £30.99

AP28 91% CW
Not really "more of the same", more a case of "more of something else" – the first *Dune* was a stonking desert planet strategy adventure, and this is a sort of *Sim-City*-meets-*Battle-Isle* wargame affair. And very hot it is too, with real-time combat action and a nice line in synthesised speech as you send your troops off to fight in the scorching spice-wastes. You build, you fight, you harvest, you explore and, er, you fight again. But then again, that's what galactic domination is all about.
★★★★★

ENTITY
Loriciel £25.99

AP25 74% SC
The prehistoric platforming adventures of an, er, generously proportioned young lady who gets her kicks by punching out dinosaurs and other mythical beasts. Good static graphics, slightly dodgy animation, and a bit of fun while it lasts (which may not be too long). And phwoar, eh lads?
★★★

FIREHAWK
Code Masters £19.99

AP28 45% TN
Overhead-view helicopter-vs-druglords blast-'em-up jazzed up with a weird skeet-shooting sub-game. The every-which-way scrolling action can get pretty frantic at times, but that's mainly because the dodgy control system makes it almost impossible to tell which way your chopper's pointing. Okay but no *Desert Strike*. ★★

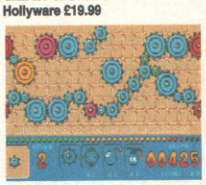
FLASHBACK
US Gold £37.99

AP25 92% CW
Another *Another World*, only this time the graphics are even better and there's a good deal more to the gameplay. The extraordinary in-game animations have to be seen to be believed, and the horrific arcade adventure playability keeps you coming back for more. It's kind of pricey, and some sections are too frustrating, but *Flashback's* still a major milestone in Amiga gaming. Ooh yes.
★★★★★

FOOTBALL TACTICIAN
Talking Birds £22.95

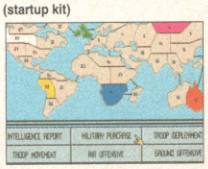
AP29 61% SC
Very much a bog-standard football management game, with few reasons to buy this one rather than one of the numerous other ones. You do get versions for most nationalities of the globe, and can play Scotland, England or even Italy. So that's alright then.
★★★

GEAR WORKS
Hollyware £19.99



AP30 60% SM
Awful-looking, but sneakily intriguing, puzzle game based on connecting up gears in what looks like the insides of a clock. It's not an instant hit, but persevere through the first few levels and you'll find a pretty absorbing little puzzler at a halfway-reasonable price. Nothing very exciting, admittedly, but good stuff for (ngh!) fans of puzzle games.
★★★

GLOBAL CONFLICT
Quantum Software £12.99 (startup kit)



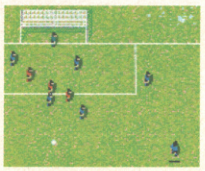
AP28 53% CW
Modern-day play-by-mail world domination game. To play, you get a map, a strategic update screen, and some reasonably effective sound effects to convey the combat sequences. But can the vagaries of the British postal system compete

with the up-to-the-minute tactical thrills of modem link-ups? Our reviewer thought not. ★★

GLOBAL GLADIATORS
Virgin £30.99

AP28 84% TT
At last – a cute platform shoot-a-rama with a difference you'll enjoy. Excellent graphics, slick gameplay, lovely big levels, endearing characters – you name it, you "got it" (as I believe these modern fast-food outlets are saying nowadays). There's a few too many jumping-into-empty-space-and-hoping situations for entirely comfortable gameplay but, medical experts agree, it's still the ideal antidote to 'platform fatigue'. ★★★★

GOAL!
Virgin £30.99



AP26 82% TT
Kick Off 3 in all but court injunction – Dino Dini once again dares to go up against the footballing might of *Sensible Soccer*, and, the truth be told, comes off a lot better this time. Loads of options offer practically everything you could ask for in an arcade soccer game, with the possible exception of *Sensi's* super-intuitive control system. But, hey, maybe that's what you *Kick Off* fans prefer (and deserve). ★★★★

GOBLIINS 2
Coktel Vision £29.99
AP21 78% CW
It's more fun to watch than most cartoons on TV today, and scores highly in the fun and humour departments. The graphics and sound are wonderful too, but puzzles that are unbelievably contrived and a few annoying gameplay glitches can make this adventure tiresome at times. Well worth a go. ★★★★

GRAHAM GOOCH WORLD CLASS CRICKET
Audiogenic £29.99
AP26 80% TN
Definitely the best Amiga cricket sim so far. Though whether that makes it a worthwhile game all-round still very much depends on whether you've got the patience for ordinary cricket – never a fast-paced full-action sport, even at the best of times. Loads of options, a good (if brief) 3D bit and crap sound. How's that?
★★★

GUNSHIP 2000
MicroProse £35.99

AP28 85% CW
Apaches, Blackhawks, Super Cobras, Defenders, Kiowa Warriors – if high-powered helicopter combat sims are your game then *Gunship 2000's* probably your, er, name. Compared to the hugely popular original, this is very fast (even on a standard Amiga) with plenty of customisation options so you can tailor the tank-busting and chopper-downing entertainment to your own ability. And even the extensive pre-mission disk-swapping doesn't seem so bad. One of the top sims around.
★★★★★

HIRED GUNS
Psygnosis £29.99

AP30 88% SM
After a wait so long that it wasn't even funny any more, DMA Design's four-player *Dungeon Master* clone is here, and it's a winner. *Hired Guns* is big, it's hard, and you'll have to be pretty damn clever to make much of an impact on its gargantuan world. There's something here for everyone – a damn good game. ★★★★★

HISTORY LINE
Blue Byte £34.95
AP22 87% RL Top 100 No.20
Wargames don't come much better than this. A World War 1 strategy game that succeeds by having a wonderfully easy control system, graphics galore and tight gameplay which keeps you well involved in the action. An example of what a good wargame can do.
★★★★

HUMANS – JURASSIC LEVELS
Mirage £19.99 data disks, £29.99 stand-alone

AP26 63% CW
Another 80 levels for the game that's trying so hard to be *Lemmings* that it hurts your fillings. Puzzles tend to be frustrating rather than fun – if you liked *Humans*, you'll love this. Otherwise, avoid. ★★

INDIANA JONES AND THE FATE OF ATLANTIS
LucasArts and US Gold £34.99

AP21 90% GP Top 100 No.57
Graphic adventure in the same vein as *Monkey Island*, with depth and story surpassing even the films at times. Brilliant in every respect except one – the amount of disk swapping renders the game almost unplayable, but it's almost worth buying a hard disk just for this.
★★★★★

INTERNATIONAL RUGBY CHALLENGE
Domark £25.99

AP26 2% SC
Internationally Rugbily Challenged, more like. ★

ISHAR 1200
Daze £29.99

AP29 84% DG
You want good graphics? If you've got an A1200, then it's always good to know that your gear's that little bit better than your neighbours, but although the A1200's extra palette adds to the pictures, it's still the same old game as the standard *Ishar*.
★★★★

ISHAR 2
Silmarils £29.99

AP28 79% JD
Despite all your efforts in the first instalment, doom's still stalking the land of Ishar – which is all the excuse you need to assemble a hearty band of adventurers and set off on a bizarre 3D walking-into-the-screen mission to collect the parts of a magical poem. Or something. It all adds up to a thoroughly professional RPG that'll please *Ishar* and other fantasy fans immensely. Fab graphics too. ★★★

KRUSTY'S SUPER FUN HOUSE
Acclaim £25.99

AP22 74% SC
Bright and colourful, this is a faithful conversion from the SNES. Platform fun with some brain-tickling puzzles, it's only let down by the slightly repetitive gameplay. Also the passwords for accessing levels are pitched too far apart, making it difficult to dip into. A very good, but sadly flawed, platform puzzler.
★★★

LEGENDS OF VALOUR
US Gold £39.99

AP23 88% MR Top 100 No.24
Amazing-looking texture-mapped RPG, an absolute dream to play, but at an absolute nightmare of a price. Still, with this kind of thing you usually always get a lot of playing time for your money, so that's sort of alright, we suppose.
★★★★

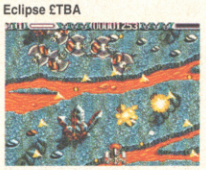
LEMMINGS DOUBLE PACK
Psygnosis £29.99
AP21 80% TN
If you've never heard of this then where have you been all decade? The unavoidable all-time classic

game of rodent rescue packaged together with *Oh No! More Lemmings*, which is pretty much more of the same. Surely as many levels as you're ever going to want, but, given the age of these games, the high price is a shame.
★★★★

LEMMINGS 2 – THE TRIBES
Psygnosis £29.99

AP24 92% SC Top 100 No.8
Super lemmings, jet-pack lemmings and hundreds of tiny McLemmings, what more does a sequel to one of the most popular games of all time need? With 52 different lemmings, save game options and an actual storyline, *Lemmings* the Second rises above an already pretty damn spiffing original.
★★★★★

LETHAL XCESS
Eclipse £TBA



AP25 70% CW/SC
Isn't it about time we had another vertically-scrolling shoot-'em-up? What do you mean, "No"? *Lethal Xcess* is genuinely professional carnage along similar lines to *SWIV*, with some nice new ideas of its own. Where it falls down is the ridiculous level of difficulty which will sorely test all but the most fanatical autofire fans. And it's just not as good as *SWIV*, either.
★★

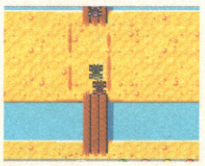
LIONHEART
Thalion £25.99

AP22 88% MR Top 100 No.74
The Amiga is pushed to its limits with the most amazing graphics and parallax scrolling yet seen. The game's not bad either, being a platform slasher, and it's probably the best of its genre on the Amiga. Large, dynamic and great to look at, it will keep you busy for some time.
★★★★★

THE LOST VIKINGS
Interplay £29.99

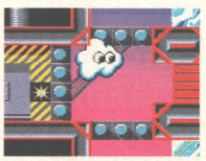
AP27 87% TT
Original. Cute. Addictive. Funny. Infuriating. Enjoyable. And 'brilliant'. These are just some of the adjectives which Tim 'Mr Vocabulary' Tucker used in his review of *The Lost Vikings*. And with good reason – with 37 levels of 3-character action, this is (at last) a platform-puzzler that really does something new for the genre. The controls are a bit odd, and the backgrounds could have been prettier, but generally this is a real platforming 'must-have'.
★★★★★

MICRO MACHINES
Code Masters £25.99



AP30 88% SC
Finally arriving from those pesky consoles, this is certainly the most original, and just as certainly the best, overhead-view racing game the Amiga's ever seen. A wide variety of settings and vehicles with very real handling differences means the chances of you ever getting bored of *Micro Machines* are about the same as of *Sonic The Hedgehog* getting converted to the Spectrum.
★★★★★

MORPH
Millennium £25.99



AP27 86% TT
Previously titled *Metamorphosis*, this is a zany platform-puzzler – with a twist. And a turn, and an impromptu lesson in thermodynamics thrown in for good measure. You're a collection of molecules that can change state (into a solid, gas, liquid, or whatever) in order to solve puzzles and then change state again – and so on. Well-designed puzzles and cute graphics make it hugely addictive – and that's what it's all about. Oi.
★★★★

MOTORHEAD
Virgin £15.99

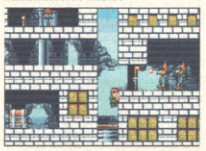
AP21 71% CW
Loads of hacking and slashing as you rock, roll and belch your way around the music biz. It's a horizontally scrolling beat-'em-up, and it's not particularly original, but it has a nice dose of humour and it's a good price. Professional and fun, it's worth a look.
★★★

NAPOLEONICS
On-Line £34.99

AP30 22% DG
Unutterably awful wargame for dreary anally-retentive psychopaths with dysfunctional personalities.
★

NICK FALDO'S GOLF
Grandslam £34.99
AP22 88% TT Top 100 No.33
Fast, pretty and enormously satisfying to play, this is still the best golf game for your Amiga, with only *PGA Tour Golf* coming anywhere near it. There's a very accurate golf feel to the game which will please fans of the real thing but not deter others, and Nick himself is on hand to give you handy advice if you need it. If you don't yet have a golf game, get this – you'll love it.
★★★★★

NICKY 2
Daze/Microids £25.99



AP29 34% RL
If the Department of the Environment were to form a select committee to lay down a national standard for platform games, and government-approved programmers were then employed to program it, then the end result would be *Nicky 2*. It's got most things – hidden bonus levels, flying shoot-'em-up bits, jumping on the heads of bad guys. On the other hand, it only lacks a few facets, like excitement, surprises, pace, playability – that sort of thing.
★

NIGEL MANSELL'S WORLD CHAMPIONSHIP (ENHANCED 1200 VERSION)
Gremlin £25.99
AP25 52% SC
Not really very enhanced at all. Still quick to get into though.
★★

NIPPON SAFES
DMI £29.99

AP26 85% TT
Imagine *Monkey Island*, programmed by Italians, set in modern-day Japan, and with a unique 3-way multi-character 'parallaction' system. And without any monkeys or islands in it. Now you're getting close to how much fun this tasty cartoon-style graphic adventure offers – great plot, reasonably tricky puzzles, and quite a few laughs too. The high price and 5-way disk-swapping are the only real problems with it.
★★★★★

NODDY'S PLAYTIME
Jumping Bean Company £24.99
AP21 75% RL
A children's game which parents will also enjoy, it's easy to play and gives lots of learning opportunities. Heavy disk swapping makes it hard for kids to play on their own, but it is professionally done, highly enjoyable and should succeed in appealing to the younger children it's aimed at.
★★★

OSCAR
Flair £25.99
AP31 66% CW
Yet another game that's hyping itself as THE game of the year, which means that it's got much further to fall when you knock it off its perch.

Oscar's basically just a cute character to replace the slightly nauseous troll that featured in Flair's previous platformer, but apart from this cosmetic change, the gameplay's exactly the same as *Trolls*. What's odd is that in trying to make it look better, they've produced a messy playing area that hides baddies, and a game that generally suffers from that unforgivable platform trait of enemies re-appearing when you've killed them. Not by any definition a memorable game.
★★★

ONE STEP BEYOND
Ocean £19.99

AP29 87% CW
QUAVERS star, Colin 'QUAVERS' Curly is the only character in this platformy puzzler type thing featuring sliding platforms and QUAVERS. You may feel that having QUAVERS in a game is a tad needless and merely an excuse to advertise QUAVERS, and you'd be right. However, QUAVERS aside, it's still a groovy and fun and funky and taxing and, and... lots of other Good Things sort of puzzle game that needs you to think AND react quickly. Oh, and did we remember to mention QUAVERS? ★★★★★

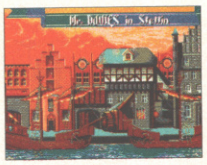
OVERDRIVE
Team 17 £25.99

AP31 46% SC
The game that's been hyped as the mother of all overhead racing games turned out to be a tad mediocre and not really worth the wait. This lacklustre attempt from Team 17 fares even worse because of the sheer wonderfulness of *Micro Machines*, which beats it on every count. Hands down.
★★

OVERKILL
Mindscape £19.99

AP30 84% SC
Fast and sexy A1200-only *Defender* derivative for slightly more exciting anally-retentive psychopaths with dysfunctional personalities.
★★★★

THE PATRICIAN
Daze £29.99
AP29 54% JD
All those of you out there who are really into the Hanseatic League of



merchants who traded across Europe in the 13th and 14th Centuries are in for a real treat with this one. Although you trade across the world, marry for status and money and fight off pirates, all the action seems to be fixed in Europe, and the intricately animated graphics don't really detract from the big question – is there anyone out there who's going to be interested in this? ★★

PINBALL FANTASIES
21st Century Entertainment £29.99

AP19 89% SC Top 100 No.6
More brilliant pinballing action in the follow-up to the legendary *Pinball Dreams*, but it's a little less consistent than its predecessor and, scandalously, £5 more expensive. Still, the best table is astoundingly good, and practically worth the cash by itself. Pretty damn fab all round, but there's still enough room for improvement for someone to write the absolutely definitive Amiga pinball game.
★★★★

PIRACY
ICE £29.99

AP23 34% TT
Trading game with crap beat-'em-up sections and pseudo-3D maze bits. Rudimentary graphics, not a lot of depth (although at least there's plenty of variety), and generally nothing you'd really want to spend any amount of time playing.
★

POOL
Virgin £25.99

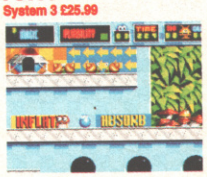
AP19 82% SC Top 100 No.18
The follow-up to *Snooker* but with an improved control system and game engine. It's not all that different, but pool fans are bound to love it. It probably isn't worth buying if you already have *Snooker*, but if you don't then get this instead.
★★★★

POPULOUS 2: THE CHALLENGE GAMES
Electronic Arts £14.99
AP21 49% GP
Even at £15 this is too much to spend on what is basically an extras disk to the original game. 500 new worlds and 42 challenge games, but there's little that you couldn't do yourself with the custom game option. For *Populous* perverts only.
★★

PREMIER MANAGER
Gremlin £25.99

AP22 80% TT
Excellent football management game from Gremlin that's not too complex and is enormously satisfying. Start as the manager of a Conference team and work your way up to the giddy heights of a Premier League club. And all without the threat of a nervous breakdown in the process.
★★★★

PUTTY
System 3 £25.99



AP18 90% MR Top 100 No.28
One of the Amiga's finest and most utterly silly moments yet. The loading can be a bit of a pain but everything else (especially the sound and Uncle Ted) is wonderful. System 3 have pulled out all the stops on this one to give you more laughs for your money than any other game around.
★★★★★

RAGNAROK
Mirage £34.99

AP23 74% TT
Nice version of an ancient Norse boardgame, slickly presented and engrossing to play, but hampered by one of the most ludicrous price tags we've seen in months. 35 quid for Viking chess? We think not.
★★★

RAMPART
Domark £25.99
AP21 66% SC
Great fun in the two-player mode, but spoiled by sluggish controls. It's overpriced for a conversion that isn't as good as either the original or other format versions. ★★

REACH FOR THE SKIES
Virgin £30.99

AP27 80% DG
Shockingly expensive but surprisingly accessible WW2 flight sim – with the added bonus of a strategy section that's actually worth playing. Top-notch high-speed flying sequences, with not too much realism to get in the way of having fun.
★★★

ROBOCOD ENHANCED 1200 VERSION
Millennium £24.99
AP28 84% TT
Now, depending on who you believe,

Robocod is either "THE platform cutie to beat all platform cuties" (Tim Tucker) or just "pretty damn dull" (Stuart Campbell). Either way, only a fool would try to deny that this version has loads more colours, lovelier backgrounds and five bonus levels. By all accounts, this is £25 well spent if you don't already have the ordinary *Robocod* game, but probably not worth it if you do. Or if your name happens to be Stuart Campbell, say.
★★★

SENSIBLE SOCCER '92/'93 SEASON
Renegade £25.99 stand-alone /£3.95 upgrade

AP21 94% SC Top 100 No.1
The original was voted the best Amiga game ever by you readers, and this is even better. It's more realistic, there are red and yellow cards now, the goalkeepers are better and the teams' skill levels have been tweaked, making the game tougher. Just about the best game in the world for the Amiga, so if you haven't already got it: 1. Why not? and 2. Get this one instead.
★★★★★

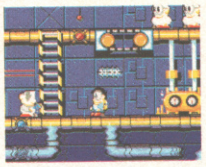
SIM CITY DELUXE
Infogrames £29.99

AP25 92% SC Top 100 No.11
The one true god among god sims, now repackaged in this special 'Deluxe' edition, which just means you get the original game plus the *Terrain Editor* and *Architecture 1* add-on disks for your thirty quid. Yes, thirty quid – and that's our main objection. The game's as marvellous as it ever was, but frankly over-priced in this format.
★★★★★

SIM LIFE
Mindscape £34.99

AP29 50% JD
Imagine a game that perfectly captures the excitement, high tension and fast-paced drama of watching single-celled protoplasm evolve over hundreds of millions of years, and you'll have a good idea of how edge-of-the-seat thrilling *Sim Life* is. It really can't decide whether it's supposed to be a game or an educational tool, and only teaches you what you already know – that crap critters get eaten. It's tedious and overcomplicated, and these are just some of its good points.
★★

SINK OR SWIM
Zeppelin Premier £25.99



AP26 68% SC
The sea-going platform-puzzling adventures of 'Kevin Codner', in which he rescues 'Dim Passengers'. Film-related puns aside, this is a good 60 levels of better-than-average cutesy antics, handicapped by very unforgiving controls. And at this price point, not a patch on *Lemmings 2*.
★★

SLEEPWALKER
Ocean £25.99

AP23 84% SC Top 100 No.97
Gorgeous *Lemmings*-meets-*Sonic* arcade puzzler, made all the better by being in aid of Comic Relief. Don't buy it for that, though – buy it 'cos it's a corking little game, Ocean's best for ages. We like it.
★★★★

SLEEPWALKER A1200 VERSION
Ocean £25.99 Top 100 No.97

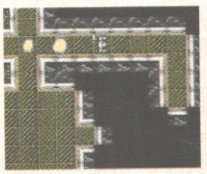
AP24 84% TT
Pretty much exactly the same as the normal version, only with 24 colours used in the game instead of 16. Oh yeah, and there's 256 colours in the opening sequence, apparently. Oooooohh.
★★★★

SOCCER KID
Krisalis £29.99

AP29 88% SC
A game about a kid who likes soccer could only really be called one thing, and quite unsurprisingly this is it. Annoying music is the only thing that spoils this graphically gorgeous platform romping tale of a boy's attempt to rebuild the World Cup. The links between this and *Arabian Nights* are fairly obvious, but by reducing the inertia on the main character and giving him a football (with loads of special shots) those Krisalis boys have improved on their previous Far Eastern frolic.
★★★★★

SPACE CRUSADE: THE VOYAGE BEYOND
Gremlin £24.99 (stand alone) or £14.99 (data disk)
AP23 80% DG Top 100 No.98
Loads more scenarios for *Space Crusade*, very well done without offering anything significantly new. It's a data disk, basically.
★★★★

SPACE HULK
EA £24.99



AP31 76% TT
An atmospheric conversion of the popular Games Workshop board game that pits a load of heavily armed and armoured space marines (you) against a swarming mass of evil 'Genestealer' aliens (the computer) aboard decaying space ships. It's a sort of strategy combat game, where you plan your assault on an overhead map view, and then creep around the corridors in a first-person *Dungeon Master* view. It's derivative of half-a-dozen games, but still fun and playable.
★★★

STREET FIGHTER 2
US Gold £27.99

AP22 74% SC
The coin-op conversion that everyone was waiting for, *SF2* is the second-best beat-'em-up – after *Body Blows*. The control method works, the graphics are fairly faithful to the arcade version (with a few less colours of course), and there's enough speed to give you a good game. A brilliant two-player game, a little less fun for one.
★★★★

SUPER CAULDRON
Titus £25.99

AP27 26% SC
A major let-down after the earlier *Cauldron* games, and, indeed, some genuinely good stuff from the Titus crew. What's wrong with it? Well, pretty much everything, in fact. You'd have more fun playing with a real cauldron. Of soup.
★

SUPERFROG
Team 17 £26.99

AP26 78% CW
First of a 'new generation' of heavily console-influenced Amiga games, this is a super-smooth, super-fast, super-cute platformer with no need at all to mention *Sonic The Hedgehog* (I mentioned it once, but I think I got away with it). There's no denying its thoroughly slick and professional presentation, but, for all that, *Superfrog* just seems to lack a certain something in terms of charm. Come on, Team 17, we just *know* that you can do better.
★★★

SUPER SPORTS CHALLENGE
Daze £25.99

AP29 39% DG
A sports game that doesn't require you to waggle your joystick to death. We repeat, there's no waggling in this game. The Joysticks Of The World breath a sigh of relief, and a hundred thousand smutty innuendo jokes are laid to rest, but the game's innovative (they claim 'revolutionary') energy-based control system fails to inject life into ten dull track and field events that are only really interesting for the first few goes.
★

SYNDICATE
Electronic Arts £34.99

AP28 91% (93% on A1200) TT
Four super pals have an exciting time sightseeing in the cities of the future, a golden land of opportunity and adventure. Oh, and I guess I should also mention the cyborgs, the crime syndicates, the horrifying selection of close-quarter firearms and the almost limitless opportunities for ridiculously sadistic violence. Yup, Bullfrog have hit the mark again with an extraordinarily absorbing strategy/god sim/shoot-'em-up, borrowing heavily from everything from Blade Runner (the film) to *3D Ant Attack* (on the Spectrum). And does it work as a coherent whole? You betcha.
★★★★★

TEARAWAY THOMAS
Global Software £25.99
AP22 79% TT Top 100 No.92
A console-beater in full glory, this is about the fastest you'll see your Amiga go – and boy is it fast. Good fun too, if in a rather simple platformy way. Take Thomas tearing through the levels to collect gems and jump on bad guys' heads – you know the score. A bit more depth would have made it an Amiga classic, but as it is it's a good romp and lots of fun.
★★★★

THEATRE OF DEATH
Psygnosis £29.99

AP31 61% DG
There's something ever so slightly wrong with this control-squads-of-little-soldiers-around-and kill-the-other-guys game. Maybe it's the awkward isometric graphics that make it look as if all the roads go uphill, maybe it's the annoying control system that involves switching between map screens and battle areas every few seconds, or maybe it's the amateurish gunfire effect that's little more than a line drawn between the soldier and the target. There's plenty of heavy weaponry and gore spread across loads of different playing areas, but it's no *Cannon Fodder*, is it? ★★★

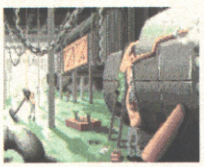
TINY SKWEEKS
Loriciel £25.99

AP19 68% RL
Previously previewed as *The Brainies*, this is a sweet little puzzler which'll get your mind turning somersaults, but won't really get you excited enough to want to plough through all 101 levels. One of the better games in the genre, though.
★★★★

TOM LANDRY STRATEGY FOOTBALL
Merit £44.99

AP26 77% TT
Excellent American Football strategy game, second only to the combined strategy/action angle of the mighty *John Madden* (of course). All the facts, figures and stats you could ever need are here, plus some pretty funky animations of players following your plays, and uninhibited advice from Mr Landry himself. Shame there's no league table, but otherwise excellent end-zone entertainment for all you gridiron fans out there.
★★★★

TRANSARCTICA
Silmarils £29.99



AP23 64% CW
Strategy affair with a great plot, but let down by a lack of gameplay depth and some serious slowness. A bit of a disappointment. Brr chuff.
★★

TRANSARCTICA ENHANCED 1200 VERSION
Silmarils £29.99

AP28 65% CW
What more could we say about this than "it's just like the original *Transarctica*, only slightly faster and with more colours in the (already lovely) illustrations"? Oh, nothing. That's okay then.
★★★

TROLLS
Flair £25.99

AP21 83% CW
If bright, cute and cheerful platform-type games are your thing then this has to be the one for you. Everything about this is so fluffy and nice that you want to hurl, and there really isn't really anything bad to say about it. The only thing that beats it for sheer cuteness value is...
★★★★

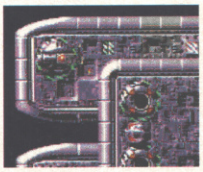
TROLLS (ENHANCED 1200 VERSION)
Flair £25.99

AP27 86% TT
What's the cutest thing you can think of? Now DOUBLE IT. Yes, if you thought that the ordinary *Trolls* was just-so-ever-so-sweet-and-lovely-and-nice then – well, you ain't seen nothin' yet. The enhanced A1200 version has positively the most gorgeous parallax-scrolling backgrounds ever seen in an Amiga game, and what's more they don't get in the way of the action or slow things down at all. If you like platformers, then this is what you bought an A1200 for.
★★★★

TURRICAN 3
Renegade £25.99

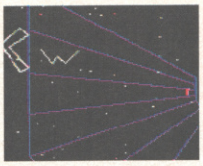
AP31 67% CW
Nah, they're not fooling anyone with this one. It's *Turrican 2* again, only with a funny new rope attachment that allows you to swing from platforms and leap bottomless ravines. If you liked *Turrican 2*, then the chances are that you'll like this, because it's the same game. If you didn't like *Turrican 2* then you'll hate this for all the same reasons.
★★★

URIDIUM 2
Renegade £25.99



AP31 78% SM
Andrew Braybrook's classic game of shooting the hell out of monster spaceships just got that little bit better, and that's about all really. The differences between this new version and the original are miniscule, with a small amount of vertical scrolling, and an all-round slicker feel, and although there's a new sub-game once you're inside the ship, it's fairly tiresome and dull and not really worth the effort. Not so much a sequel as version 1 point 2.
★★★★

VEKTOR STORM
Inova Games £29.99
AP23 60% TT
Scruffy-looking version of beautiful arcade game *Tempest*, prone to speed-up and slow-down and sticky control. *Tempest* was gorgeous, but this is mediocre, and 30 quid to boot.



What a shame.
★★

WALKER
Psygnosis £29.99

AP24 85% CW Top 100 No.58
Strut around in a huge metallic blue chicken and kill practically everything that moves in this needlessly gratuitously violent game. Mowing down masses of attacking troops from the comfort of your bedroom never seemed like such a great idea in this graphically wonderful (but somewhat repetitive) blaster.
★★★★

WAR IN THE GULF
Empire £29.99

AP28 85% CW
Yup, it's those tank-driving tearaways from *Team Yankee* and *Pacific Islands* again, this time taking their very own brand of armour-plated justice to a future war in the lucratively oil-producing Persian Gulf. There's a marvellous overhead-map-view strategy aspect, a 3D looking-out-the-turret shoot-'em-up view, and simply loads of high-powered tank warfare features to keep you thoroughly entertained – well at least until they get around to televising the next episode of the real thing.
★★★★

WAXWORKS
Accolade £34.99

AP22 70% JD
A horror game that fails to really frighten but does offer some good entertainment with macabre twists. There're maybe a bit too many mazes for its own good, but there are also some puzzles and some fighting to be done. Well worth a look for horror fans.
★★★

WEEN
Coktel Vision £29.99
AP19 81% LE
A bit on the overpriced side, and a bit titchy, but a nifty little puzzle-based adventure thing all the same. A brilliant control interface too, but the game needs a little more to it to qualify for classic status.
★★★★

WHALE'S VOYAGE
Flair £29.99
AP27 59% CW
Hugely sophisticated RPG/adventure, sometimes similar to the *Eye Of The Beholder/Dungeon Master* school, but set in a spacey sci-fi scenario (the 'Whale' of the title is a spaceship, by the way). Nicely put together (despite being frustratingly hard to get started with), but somehow lacking in sparkle.
★★

WING COMMANDER
Mindscape £34.99

AP21 55% MR
Everything that was on the original PC version is replicated here, which means that the standard Amiga is so bogged down with data that it runs hopelessly slow, far too slow to make it playable. On the A1200 though, the 3D sequences run fast and smooth, making this the benchmark game for future A1200 shoot-'em-ups.
★★★★ (for the... A1200)

WIZ 'N' LIZ
Psygnosis £29.99

AP31 SC 78%
Deliberately aimed at the, erm, youth end of the market, *Wiz 'N' Liz's* confrontation-free gameplay tends to leave you wondering where exactly the actual gameplay is. With no baddies, and therefore no-one to kill or be killed by, you play a sorcerer racing to free bunnies, with time being your only enemy. Free the bunnies, collect words to form spells and, well, that's it really, but a competitive two-player option and a fantastically speedy pace make it quite fun. Surprisingly.
★★★

WIZKID
Ocean £25.99

AP15 91% MR Top 100 No.15
A refreshing game that mixes psychedelic arcade adventure, football, and bad jokes with arcade games like *Breakout* and *Pengo*. With its perfect control system it's as much fun to play as it obviously was to write. The best game ever (beginning with the letter W at least). If you don't buy *Wizkid*, your life really will be a lot poorer.
★★★★★

WOODY'S WORLD
Vision £25.99
AP26 70% JD
'Traditional' platformer bearing a more-than-passing resemblance to *Super Mario Brothers*. Coincidence or magic? You decide. Anyway,

there's plenty of running, jumping, and banging stuff with your head, but nothing to lift it above the crowd. Unless you happen to be *really* into running, jumping and banging stuff with your head, that is.
★★★

WORLDS OF LEGEND
Mindscape £25.99

AP26 81% CW
Well, *Legend* was, er, legendary ("an RPG that's got everyone in the AP office playing it") – and this is more of the same. More specifically, it's exactly the same game engine, only this time with a different adventure to play through – one with a distinctly oriental flavour. The game's as absorbing as it ever was (which is 'very absorbing', if you must know), which, ironically enough, means that you're better off buying the original *Legend* (now out on budget, economy fans) unless you've already played the first one to death and want more like it.
★★★★

YO! JOE!
Hudson Soft £26.99

AP28 91% SC
Gorgeously extensive platformer, featuring the wide-ranging adventures of the eponymous Joe and his friend Nat. Just like Hudson Soft's previous high-quality output, the whole thing's characterised by an astonishing attention to detail, with beautifully-designed levels, excellent effects, loads of excellent weapons (including a chainsaw and chuckable Molotov cocktails) *plus* a simultaneous two-player mode – it's not perfect, but it's nice to see people trying. Attention to detail, see? That's the key to a good game. Yes.
★★★★★

ZOOL ENHANCED A1200 VERSION
Gremlin £25.99

AP24 78% TT Top 100 No.71
Colourful parallax scrolling backgrounds make the whole game a lot prettier, but also clutter it up to an extent that they hide on-screen baddies. Not so much enhanced as tarted up, and you could well find that you prefer the original. Still, some opinion in the office DOES hold that this is a big improvement on the original, so at least try to have a look at it if you've got a 1200.
★★★★

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What do you believe in?
The fact that there must be better things for me to be spending my time on than the things I actually do spend my time on. Something I'm feeling quite strongly at the moment, actually.

What was the first thing you said today?
"Who'd like a cup of coffee?"

Who's your favourite historical figure?
Like Martyn Brown, I have a sneaking regard for Davey Crockett, though TE Lawrence has a certain charm too.

What have you got in your pockets?
Ball of string, Swiss Army knife, some toffees, a catapult and... what? You don't believe me? Alright – £26.25, plus 20 centimes for some inexplicable reason.

Does everything you touch turn to gold? And does this cause any unexpected problems?
Only magazines. Hem hem.

If you could dress up as a female pop star, which one would it be?
Kylie. Without a doubt. She's the only female pop star there is.

Are video games killing pop music?
Oh come on. Everyone knows pop music keeled over and died of its own accord.

What's your favourite Bangles song?
'In Your Room' always held a certain sort of poignant charm for me (but the dancing in 'Walk Like An Egyptian' was the best).

Bielby – that's a bit of a stupid name, isn't it?
No it's not, it's distinctive and great. (And it doesn't sound anything like 'Bilberry'.)

What's your favourite planet in the solar system (apart from Mars)?
I can see why you put that 'apart from Mars' proviso in – otherwise everyone would have picked that, and it would've got really boring, wouldn't it?

Actually, would you mind if I cheated a bit here and said that my favourite planet isn't exactly an official planet at all, but a moon? To be specific, it's Titan, one of the moons of Saturn (I think). The reason I've gone for this is that (a) it's as big as a small planet, so it almost counts on that score; and (b) that I read in some old science fiction book that it's the place most likely to be capable of supporting life in the solar system (apart from Earth). So, if I had to pick somewhere, choosing a place where it's possible I might be able to live would definitely be A Good Idea.

"It doesn't sound anything like 'Bilberry'"

Who would play you in a movie of your life?
Steve McQueen wouldn't have been bad (when he was alive).

How do you think that AMIGA POWER has changed since you left?
A certain yellowish aura it used to exhibit seems to have disappeared, but apart from that it ain't at all bad.

Why do birds suddenly appear/Every time you are near?
Are you taking the piss?

Have you any ambitions left to realise?
Oh yes.

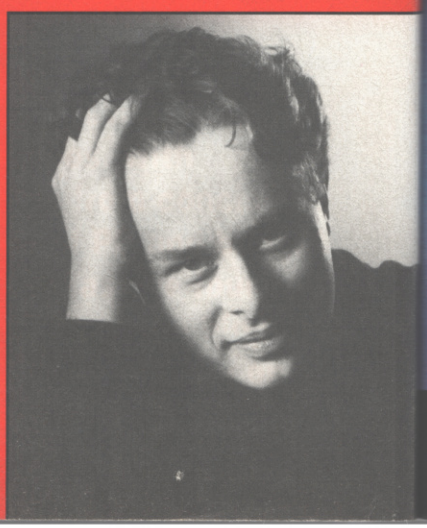
CV

Full name: Matthew Paul Bielby
Date of birth: 24.11.64
Place of birth: Huddersfield, West Yorkshire
Status: Free as a bird, mate

Occupation: Editor, PC Gamer. Ex-Editor, Super Play, Your Sinclair and – hey! – AMIGA POWER.
Football: Notts Forest, Manchester United, Bradford City, plus a sneaking regard for old school faves, Leeds United.
Pet hates: Rude gits.
Favourite games: Lots of Nintendo stuff *(Mario, Zelda* and so on), but Amiga classics *Sensible Soccer* and *Stunt Car Racer* are still hanging in there
Worst games: Hoo boy, you're asking now, aren't you? *Sim Ant* did my head in.
Favourite thing about the software industry: The ace people and parties. The fact that i get to invent new things every year or two.
Worst thing about the software industry: The fact that loads of people in it have got Porsches (and better), and I haven't.
Things I've learned since I started: Never do yourself what you can get a staff writer to do for you.
How I got where I am today: Luck, and one very unwise employment decision about five years ago. Since I got my toe-hold in the industry, nobody's got around to kicking me out...

THE RIGHT PROFILE

Sometimes here at AP, we genuinely hark back to "The Golden Age Of Matt Bielby". But do we mean when AP was at its best, or when Matt was? You decide.



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The One magazine

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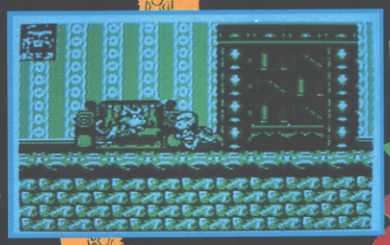

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GAME BOY

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NEXT MONTH! Schedules are funny things, you know. But hey, enough of our problems. Let's take a wild and reckless stab at what just might possibly be in the magazine next month. Well, it'll be the January issue, so there'll probably be some kind of "Hey, 1993, wasn't it a great year?" sort of feature, and maybe we'll get Cam to dress up as Santa Claus or something. You know what we're like by now, surely. Anyway, it'll be on sale on December the 9th. And quite a few other days immediately afterwards. Get it.

Here's a spot – but it's not as cool as the one we're thinking of.

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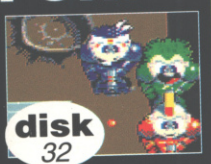
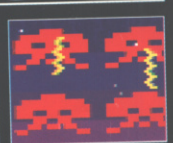
CYBERPUNKS

Rainbow Islands meets Gauntlet and Alien Syndrome down a dark alleyway late at night. In virtual space. Etc.



WIZ 'N' LIZ

A whole load of levels from Psygnosis' cute two-player platformer.



SPACE INVASION

Yes, again.

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